

POPULAR Computing WEEKLY

35p 21-27 July 1983 Vol 2 No 29

This Week

Micro-Professor review

John Scriven puts the MPF II through its paces and looks at the accompanying disc drives and printer. See page 14.

Spectrum calculator

Ian Logan looks at the advantages of using the calculator in the last of his present series on the Spectrum. See page 20.

BBC assembler

Jeremy Ruston presents an introduction to the intricacies of assembly language programming on page 27.

New releases

Latest software games including *Escape from Perilous* for Atari and *Skier 64* for Commodore 64. See page 45.

★ STAR
Beltman on
16K Spectrum.
See page 10.
★ GAME

News Desk

Microdrive arriving soon

First deliveries of ZX Microdrives should take place in early September — with orders being taken in August.

With the launch date of the Sinclair ZX Microdrive and ZX Interface 1 (previously called the ZX Expansion Module) fast approaching, more details are now beginning to emerge.

The ZX Interface 1 takes the form of a wedge-shaped

box, the same size as the Spectrum, which sits underneath the computer tilting the keyboard up at an angle of about 20°. The box plugs into the expansion port and screws into the Spectrum ensuring a secure connection.

The design of the interface unit will make it difficult to use with Spectrums that are either inside a full-size keyboard case or connected to Micronet 800 using the Prism direct connect Prestel modem.

The ZX Interface 1 gives the Spectrum an RS232 communication port, a simple networking facility and the means to connect up to the long-awaited ZX Microdrive mass-storage devices — all controlled by an 8K Rom.

Continued on page 5



The tax man cometh

THE Inland Revenue has set up a special team to investigate the microcomputer industry.

The IR is apparently worried about the large number of new companies that have sprung up in the last couple of years that are failing to fulfil their tax obligations.

In particular, as both hardware and software prices start to tumble, there is concern that the 'bubble' will burst and that no tax will be collected from the firms which go bankrupt or disappear.

Based in Bristol, the Special Office is currently screening and cross-indexing information from computer magazines published in the last 18 months.

Intelligence is being collated, not only from advertisements but also from interviews with individuals in an industry noted for its extravagant sales and motor-car purchase

Continued on page 5

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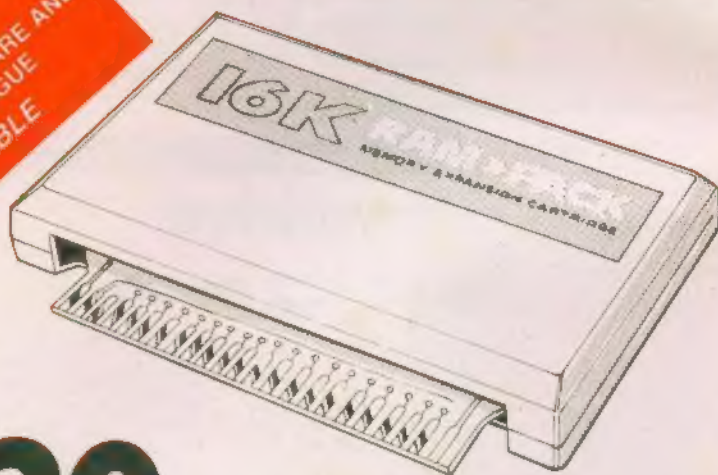
Continued on page 40

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The Team

Editor

Brandon Gore

News Editor

David Kelly [01-930 3271]

Software Editor

Graham Taylor [01-839 2504]

Production Editor

Lynne Constable

Editorial Secretary

Caroline Owen

Advertisement Manager

David Lake [01-839 2846]

Advertisement Executive

Alastair Macintosh [01-930 3260]

Classified Executive

Diane Davis [01-839 2476]

Administration

Theresa Lacy [01-930 3266]

Managing Editor

Duncan Scot

Publishing Director

Jenny Ireland

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must include a stamped, addressed envelope.

Accuracy

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responsibility for any errors in programs we
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make sure programs work.

This Week

News 5

Low-cost printers

Letters 7

Copy-cat programs

Star Game 10

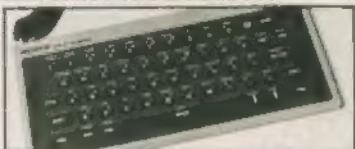
Beltman on 16K Spectrum

Street Life 13

David Kelly talks to Lawson Brown

Reviews 14

John Scriven looks at the MPF11



Programming 17

Bryan Skinner teaches French

Spectrum 20

Using the calculator by Ian Logan

Dragon 22

Cataloguing tapes

BBC in education 27

Introduction to assembly language

Open Forum 29

Five pages of your programs

Adventure 37

Tony Bridge's corner

Peek & poke 39

Your questions answered

New releases 45

Latest software programs

Competitions 47

Puzzle, Top 10, Ziggurat

Editorial

Sir Clive Sinclair's £2m research insti-
tute — Metalab — is an intriguing idea
(PCW, 2-8 June). Gather the brightest
young minds in the country under one
roof, pay them large salaries, give
them unrivalled resources, and take
the resulting products through to the
market-place.

The idea is not new, of course.
American companies have been pur-
suing similar policies for years. In
Britain, however, the tendency has
been to underpay researchers, limit
their resources and give the end-
product to someone else to market.
The realms of academia and business
have, on the whole, been kept com-
pletely separate.

The catch-phrase "British brains,
American gains" has a kernel of truth,
though it rather denigrates the innova-
tive efforts of our American cousins.

Metalab is designed to give resear-
chers the freedom to pursue their own
lines of investigation and the incentive
to make the end-result into a commer-
cial success. It should provide the
same sort of interface between sci-
ence and business as the science
parks, but without their attendant
problems.

Whether or not Metalab will be a
success remains to be seen. Certain-
ly, Sir Clive is the man with the Midas
touch at the moment. The idea de-
serves to succeed, if only because it is
an investment in the future.

Next Thursday

Move the snake around the maze, eat-
ing the pounds and diamonds to grow
bigger, but avoid the deadly dollars!
Money Snake, next week's game for the
unexpanded Vic20 by Ian Craighill.

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WINDOW ON ANOTHER WORLD

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Salamander Software

Microdrive

Continued from page 1
led by an 8K Rom.

The Microdrives themselves are, as predicted, high-speed tape drives. Each unit measures 8 x 9 x 5cm and is roughly the same in appearance as the prototype shown at the time of the Spectrum's launch, 15 months ago — the only main difference being a slot to take the tape 'cartridges'. Each tape cartridge measures 30mm x 43mm x 5mm and has a nominal memory storage capacity of 100K. The tape inside the cartridge — a high-quality video-type of width 1.5mm — is in a continuous loop 5.3 metres in length, rotating at about 1.3 metres per second.

Access time to the tape is around 3.5 seconds and the information transfer rate to the computer is 16K per second. Often it will take longer to find a program than to load it.

Up to eight Microdrives can be connected — each one connecting into the last. Each one uses up about 600 bytes of user Ram in the Spectrum and this may mean that some commercial cassette software will not run with the Microdrive connected.

A demonstration tape cartridge is to be supplied with the Microdrive.

Prices have yet to be announced, but the ZX Interface 1 is expected to cost around £30 with the ZX Microdrive at £40. Tape cartridges for the drive are expected at under £3 each.

● One reason that the ZX Interface 1 provides a simple networking facility is that Spectrums may be used for terminals in a networking system, driven by the next generation of Sinclair computers.

Taxman cometh

Continued from page 1
claims.

Tony Slater of the Bristol Special Office said: "I am interested in finding out as much as I can about the home computer business — hardware and software — from the top to the bottom."

"It is too early to say what the results of the survey are — but I wouldn't say anything to

25 commands for Spectrum

FIFTH is a software package adding 25 new Basic commands to the Sinclair Spectrum.

According to Clement Chambers of Computer Rentals who will release the title in about six weeks, *Fifth* is designed specifically for writing games on the Spectrum: "You will no longer have to resort to machine code to write an arcade-type game. *Fifth* will make writing a *Space Invader* game, for example, like falling off a log.

Fifth is basically a sprite handling system. Characters can be defined in shape and colour and then moved — retaining their shape and colour attributes.

Each of the 25 keywords is entered into the Spectrum following a *Rem* statement. In this way none of the existing Sinclair Basic commands are affected.

Object is the command to define a shape within a single character square. *Vector* sets its direction of travel in one of 16 options. *Speed* sets its speed — with up to 155 variations. *Move* followed by an x-y co-ordinate moves a given object to any point on the screen.

Other commands are *Get*, *Put*, *Replace* (changes an object's colour), *Large* (magnifies an object in width or height), *Limit* (sets boundaries of an object's motion), *Attr*

(detects a collision between any two given objects) and *Interact* (a conditional command giving new instructions following a collision).

Multi-statement lines are possible making more than one object move with the same command.

Fifth is expected to cost around £10 and each tape will be accompanied by a 48K demonstration tape and a 25-page manual.

More details from Computer Rentals Ltd, 140 Whitechapel Road, London E1.

New low-cost dotmatrix printer for the home

MANNESMANN Tally, better known for its printers for business systems, has now announced a new low-cost dot-matrix printer for the home user.

The MT80 is an 80-characters per second, 9 x 7 bi-directional, dot-matrix machine, capable of using either friction feed or tractor feed stationary up to 10ins in width.

In normal use, it prints 80 columns (10 characters per

inch), but double width and compressed text (16.7 characters per inch) are also possible. Double printing gives bold letters. A unique feature is that the MT80's print-head produces square rather than the more usual round dots, increasing legibility.

The unit is available now, complete with parallel Centronics interface, price around £328. An alternative version adds a serial RS232 interface and 2K printer buffer for

around another £58.

Further information from Mannesmann Tally, Molly Millars Lane, Wokingham, Berks.

● Epson, Mannesmann Tally's main rival, also has a new printer — the RX80F/T. A development of the existing RX80, the new model offers both friction and tractor feed. The RX80F/T will cost £343.

QS goes transatlantic



Rod Cousins.

QUICKSILVA has become one of the first UK software houses to open up an American office.

The new company, Quick-silva Inc, will be based in San Antonio, Texas.

Rod Cousins, managing director of the UK company, said, "The new company will address the vast potential market for our software in the US and Canada, and will also handle increasing demand from Latin America." Quick-silva Inc will be responsible both for manufacture and distribution of software — particularly the *Timex Sinclair 2000*.

Carl Ziegler, until now general manager of Saab-Fairchild SNC, has been selected as president of Quick-silva Inc.



you anyway."

The investigation seems to be developing in the same way as the extremely successful "Entertainers Unit" set up in Watford three years ago to combat tax evasion in the pop music industry.

Alan Lamb, tax manager for London chartered accountants Crossley and Davis, who act for one major home computer client, commented: "Anyone who sits back and hopes that

the tax man will go away is wasting valuable time. Computer software comes into a tricky area of taxation concerning 'intellectual property'. One idiosyncrasy means that a best-selling piece of software is worthless at the point of its creation. At that time there are possibilities for ensuring that the potentially valuable property achieves maximum profitability with the minimum of tax liabilities."

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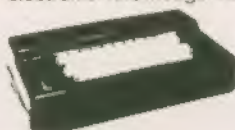
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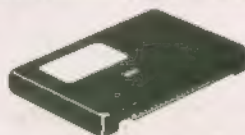


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LETTERS

Copy-cat 1

Regarding the correspondence on copying, surely the whole point of this argument is that if a cassette has been produced in such a way that you cannot load it and then recopy to another cassette, then the supplier of that tape obviously did not want you to copy it! The case is simple. Copyright belongs to the author or publisher. Copyright means that the contents of a program belongs to one person — it is not public property.

"Copying cassettes" are obviously designed to copy tapes that one would normally be unable to copy. They are therefore illegal. No one would buy a copying program to copy another tape that they could copy without it, would they? Suppliers of these tapes cannot be so naive as to believe they are acting in ignorance of what their produce is being used for. I have yet to buy software that contained only one copy of a program on it. You are usually supplied with back-up.

As far as I can see, people buy copying programs to make more than one copy. Mr Bobber's argument about software houses copying their own material is obvious rubbish. They hold the copyright on that material and as such are able to do with it exactly as they like.

Personally, I am disappointed that your publication accepts these advertisements. They can be nothing other than an invitation to break the law.

David Penny
4 Victoria Terrace
Llansantffraid
Powys SY22 6AB

Chip in action

Have you ever wondered what a silicon chip in action must look like if we could see its electronic activities? This machine-code/Basic hybrid program may give some insight for Spectrum owners. It works on any Spectrum.

10 CLEAR 2999: INK 7: PAPER 0:
BRIGHT 1: BORDER 0: CLS
20 FOR X=30000 TO 30020: HEAD
Y: POKE X,Y: NEXT X

30 DATA 33, 259, 63, 17, 0, 64, 1, 0,
24, 26, 174, 18, 35, 19, 11, 120,
177, 32, 246, 24, 235
40 CIRCLE 128, 88, 87: RANDOMIZE
FOR 30000

Sit back and watch. Interesting, isn't it?

Iain Stewart
17 Torry Drive
Alva
Scotland FK12 5NO

Copy-cat 2

We are suppliers of the Spectrum Kopykat program copies and would welcome the opportunity of replying to Andrew Rafter's letter in your issue of June 16.

We would like to make it clear that it is not illegal to copy programs. It is probably illegal to copy programs and then sell or give away such copies. There has not so far been a test case in the courts to clarify this point. It is reasonable to assume that when finally settled it will be decided that computer software is an intellectual property that may be copyrighted in the same way that a book, film or piece of music may be.

It is definitely legal to make back-up copies of any programs you own. With business software the supplier often advises the user to do just this. This is analogous to photocopying part of a library book for your own use or videotaping a film off the tv. These practices are quite legal, but it is illegal to distribute copies whether for sale or for free.

It is not true to say that programs like the Spectrum Kopykat are used only to copy commercial software. Our program for instance Runs continuously and enables every program or data-file on a tape to be copied without the difficulties of Loading and Saving each program individually. This means that you can run through a whole tape of your own programs and produce a copy of the complete tape for a friend very easily.

To call for the banning of such programs is ridiculous and rather like calling for the banning of photocopyers and videotape recorders. In fact, those tape recorders with two cassette drives that enable tape-to-tape copying are responsible for far more copies of programs than all copier

programs put together, not to mention the copying of music tapes. Should these be banned?

Finally, we would note that other suppliers of these programs are remarkably coy about the size of program that may be copied. Our program enables full size of programs (over 41.5K) to be copied, which is certainly not true of some other programs on the market.

We, of course, give full permission to all purchasers of the Spectrum Kopykat to make back-up copies of it for their own use.

J E Barker
Medsoft
61 Arden Road
Doncaster
South Yorkshire DN2 5ER

Copy-cat 3

The controversy about Copy-cat programs has been thoroughly debated in public, thanks to the generous amount of space allowed in your magazine.

However, I do feel that most of your correspondents are missing the point in suggesting the main use of these programs is illegal copying. Those who wish to be so unethical need not even buy a Copy-cat cassette, for duplicates can easily be made by tape-to-tape and I cannot really understand why David Webb (Letters, July 7-13) should have had problems.

In my opinion, most computer addicts (it really is an addiction) want to break into unstoppable programs for two reasons: (a) a genuine desire to learn from the experts, and (b) capability to modify the original program to suit their own special needs.

Is it a sin to seek knowledge and thus improve one's own programming techniques, or to alter one's own property — we did buy the original cassettes after all — to put on it our own stamp of individuality?

If I buy a radio and can find a way of getting into the case, I am entitled to study the wiring circuit, make modifications, add components and even remove some to use in other electronic hook-ups for my own use. All this would be perfectly legal, until I attempt

to sell the ideas or components as my own invention.

Stealing another's brains for personal gain is of course unlawful and totally wrong.

Jack Bettridge
3 Ingleby Way
Wallington
Surrey

A moot point. Copy-cat programs have numerous supporters and detractors, both convinced that the other side is wrong.

The legal position is, as with most cases dealing with computers, unclear.

Copy-cat 4

I am writing to give my wholehearted support to Mr Webb (Letters, 7-13 July). His suggestion about the replacement of damaged cassettes was a very sensible one, and well worth taking up — I hope that software houses take heed.

The adverse effects of home taping are something that I have often attempted to explain (with little success) to my associates and friends who have a "software swapping circle" and tape and exchange programs. One person I know has spent £20-£30, yet has £200 worth of software.

I believe that this is a growing problem, not helped by the availability of Copy-cat programs. However, the damage has already been done. These programs have already been sold in large quantities (and been copied in even greater quantities) and will be used.

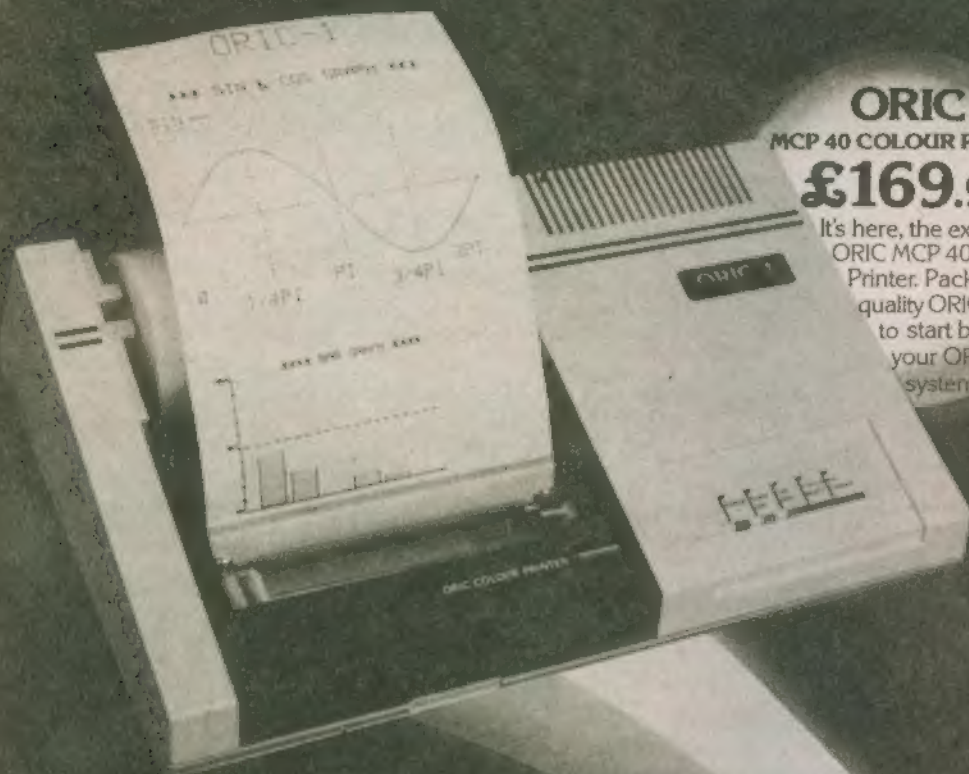
The only lasting solution that I can see is the use of Eproms which will eradicate home taping, and tough legislation to stop any professional copiers. I realise that this will increase the cost of software, but surely if software is all saved on Eprom the cost of manufacturing cartridges will drop considerably.

P Butcher
Highlands
Lyne Road
Crewkerne
Somerset TA18 8HF

Unfortunately, although Eproms are harder to copy than tapes, they are not copy-proof.

Legislation is needed to combat professional pirates, but for home-copiers it is more a matter of education.

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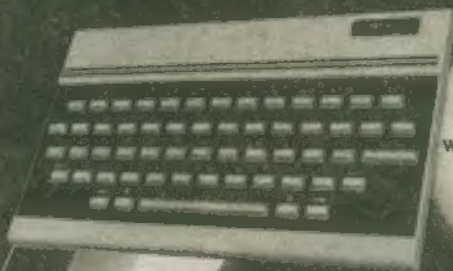
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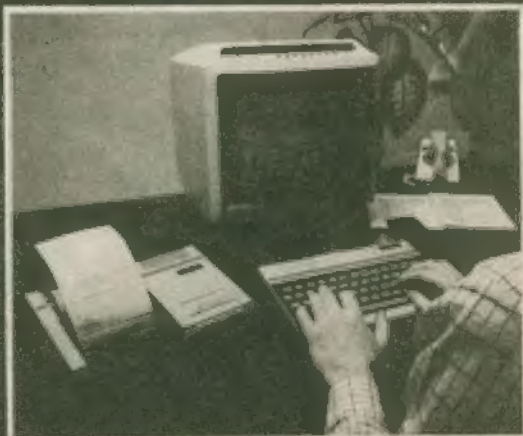
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Beltman

A game for 16K or 48K Spectrum by T Wiley

As an electrician in the Clyde Syntax Awidget factory, it is your job to check the fuses at the top of each workshop. To reach the fuses, however, you must climb up the moving conveyor belts and through the holes in them, using the cursor keys 5 to 8.

Normally, the belts will slide along underneath you, but if a hole passes by you will fall down to the next level. Spread around the room are boxes you can stand on to prevent this happening. Once you reach the top, you must jump up one of the numbered fuses — they are worth from 10 to 300 bonus points from left to right.

When you have checked one room's fuses, you must check the next room, where the belts are not only tattier (more holes) but move faster. If you take too long

climbing the belts, the fuses will blow (at time — 0), and the game will end.

There are three sections of machine code to enter — type in the following:

```
1 REM (75 'x's)
2 REM (30 'x's)
3 INPUT A,B : FOR N=A TO B : INPUT (N); "X :
   POKE N,X : PRINT N,X : NEXT N
```

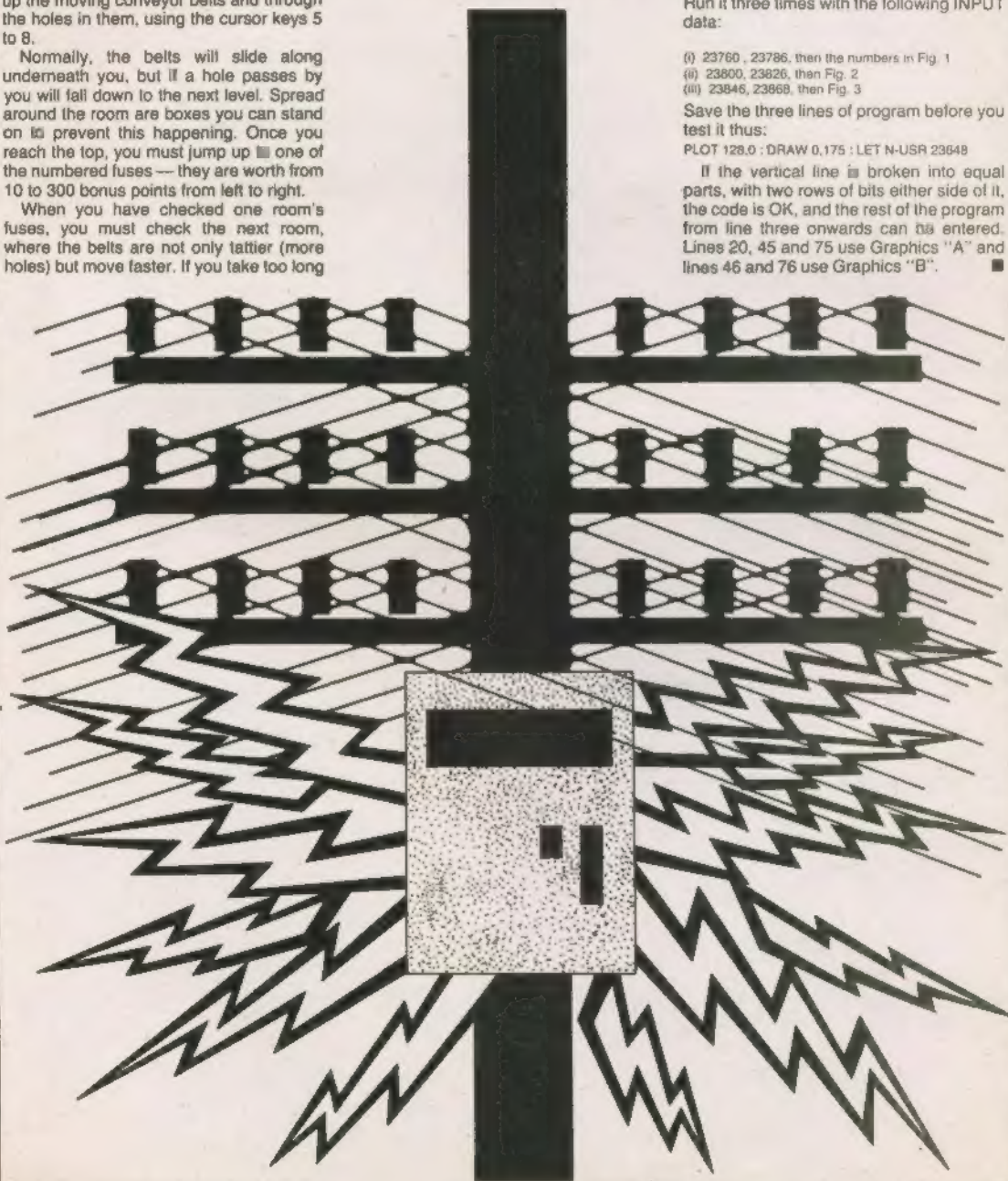
Run it three times with the following INPUT data:

- (i) 23760, 23786, then the numbers in Fig. 1
- (ii) 23800, 23826, then Fig. 2
- (iii) 23846, 23868, then Fig. 3

Save the three lines of program before you test it thus:

```
PLOT 128,0 : DRAW 0,175 : LET N-USR 23648
```

If the vertical line is broken into equal parts, with two rows of bits either side of it, the code is OK, and the rest of the program from line three onwards can be entered. Lines 20, 45 and 75 use Graphics "A" and lines 46 and 76 use Graphics "B". ■




```

1 REM *VAL \E2VAL \ RESTORE M
DUE *??? GO SUB VAL :VALXXXXXXXXX
*VAL \E2VAL \ RESTORE MDUE +???
GO SUB LN :VAL \XXXXXXXXXXXXXXXXX
2 REM *?G PRINT STEP DRAW \ L
ET ANDG PRINT STEP CLOSE M\ LET
ANDRETURN PI=? FOR ?xx
3 REM left 23760 right 23800
4 GO SUB 600: LET SC=0
■ PAPER 5: BORDER 5: INK 0: C
LS
■ GO SUB 1000
7 FOR a=0 TO 31: PRINT AT 0,0
, (a-INT (a/10)+10); " " NEXT a
10 LET r=21: LET c=1
11 DATA 0,18,80,60,18,16,40,32
12 DATA 0,18,18,60,80,16,40,8
13 DATA 0,18,80,60,18,16,40,32
14 LET q=0
15 PRINT AT 21,1; "+"
16 FOR l=1000 TO 0 STEP -2
17 PRINT 20,AT 1,0; "Score=";l
18 TAB 13; "Time="; " "
19 LET n=(INKEY$="8")-(INKEY$=
"5")
40 IF (c+n)>30 OR (c+n)<1 THEN GO
TO 60
43 IF n=0 THEN GO TO 60
44 LET q=NOT q
45 PRINT AT r,c; OVER 1; "+"
46 PRINT AT r,c+n; OVER 1; "+"
50 LET c=c+n
60 LET m=(INKEY$="6")-(INKEY$=
"7")
70 IF (r+m)>21 OR (r+m)<0 THEN GO
TO 100
72 IF POINT (c+8+2,175-r+8) AN
D m=-1 THEN GO TO 100
73 IF m=0 THEN GO TO 100
74 LET q=NOT q
75 PRINT AT r,c; OVER 1; "+"
76 PRINT AT r+m,c; OVER 1; "+"
77 LET sc=sc-10*(m)
80 LET r=r+m
90 IF r=0 THEN LET sc=sc+10*c
GO TO 2000
100 FOR q=0 TO 30-sc/80: NEXT q
101 IF INKEY$="" THEN DEEP .01
21-r
300 LET L=USR 23846
302 POKE 23675,w+q+8
303 IF SCREEN$(r+1,c)=" " THEN
LET m=1: GO TO 74
305 NEXT l
306 GO TO 3000
600 FOR k=USR "a" TO USR "d"-1
READ a: POKE k,a: NEXT k
630 LET w=PEEK 23675
660 RETURN
1000 REM initialise
1002 OVER 0
1005 LET l=1
1007 PRINT 20,AT 0,0; INK 5; "--
-----"
1010 FOR c=7 TO 159 STEP 3
1011 LET l=NOT l: IF l THEN GO T
O 1020
1015 PLOT 0,c; DRAW 0,8,PI
1016 PLOT 255,c; DRAW 0,8,-PI
1020 PLOT 0,c; DRAW 255,0
1021 FOR d=1 TO 2+sc/500
1023 PRINT AT 21-INT (c/8),ANDSC
9+1; " " NEXT d
1027 NEXT c
1029 OVER 1: PAPER 8
1030 FOR k=1 TO 21 STEP 2: PRINT
AT k,0; PAPER 6; " " NEXT k
1050 FOR k=0 TO 10: PRINT AT RNC
+20+1,RND*23+1; " " NEXT k
1070 RETURN
2000 FLASH 1: PAPER 4: CLS
2020 PRINT AT 10,8; "BONUS ";c+16
" POINTS"
2050 FOR c=1 TO 20: BEEP .01,21
BEEP .01,25: BEEP .03,.31: NEXT
c: FLASH 0: GO TO 5
3000 PAPER 0: INK 7: BORDER 0: C
LS
3010 OVER 0: PRINT AT 15,0; "oop:
the lights have gone out."
3020 PRINT AT 17,0; "Never mind-
you got "sc;" points."
3030 INPUT "try again? ";y$: IF
y$="y" OR y$="Y" THEN RUN
5000 FOR c=0 TO 777: LET l=(+IT
INKEY$()) : PRINT AT 0,0; l: NEXT
c

```

Fig 1

23760	42
23761	176
23762	92
23763	69
23764	14
23765	8
23766	205
23767	170
23768	34
23769	126
23770	508
23771	176
23772	92
23773	229
23774	209
23775	35
23776	1
23777	31
23778	8
23779	237
23780	176
23781	58
23782	176
23783	92
23784	18
23785	0
23786	201

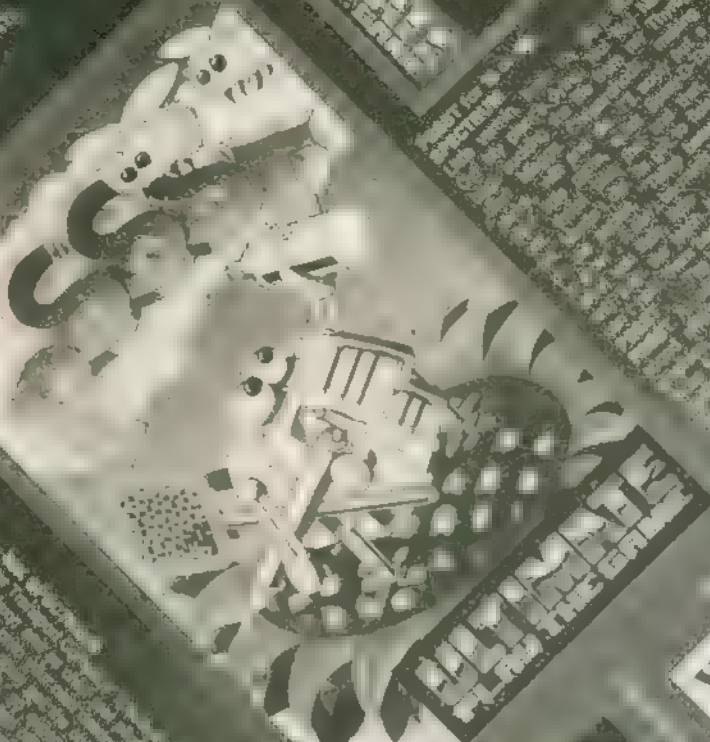
Fig 2

23800	42
23801	176
23802	92
23803	69
23804	14
23805	205
23806	170
23807	34
23808	126
23809	508
23810	176
23811	92
23812	229
23813	209
23814	43
23815	1
23816	31
23817	8
23818	237
23819	184
23820	58
23821	176
23822	92
23823	18
23824	0
23825	201

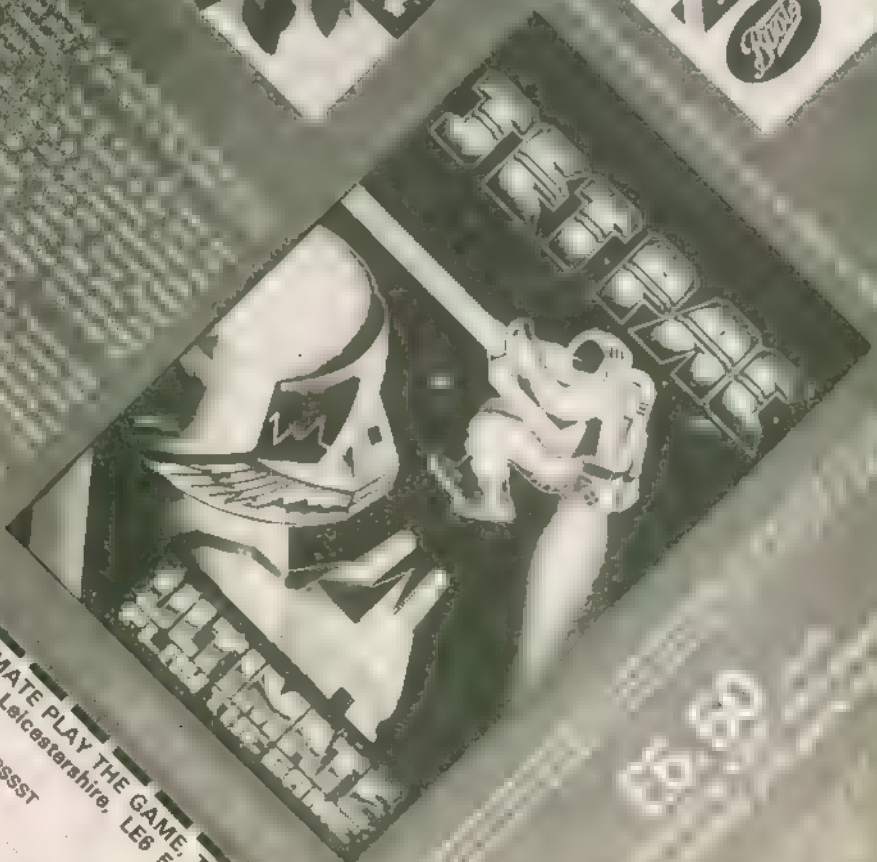
Fig 3

23846	62
23847	7
23848	71
23849	245
23850	209
23851	252
23852	92
23853	241
23854	196
23855	8
23856	71
23857	246
23858	205
23859	212
23860	92
23861	241
23862	196
23863	8
23864	254
23865	167
23866	200
23867	24
23868	235

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On the screen...

David Kelly talks to Lawson Brown about the BBC's plans to broadcast software

Viewdata systems like Prestel, which use telephone lines to communicate information, are nothing new. Neither are teletext systems like Ceefax and Oracle, which are broadcast information services run, respectively, by the BBC and ITV.

Using similar methods to transmit software programs is a more recent innovation.

Micronet 800, launched in March this year, became the first consumer software database to operate over the telephone network — using part of the Prestel facility.

Now the BBC is to launch the world's first broadcast telesoftware service. The scheme will run under the Ceefax umbrella and a former teacher — Lawson Brown — has been selected to co-ordinate the project. He explains: "BBC telesoftware will be allocated five Ceefax pages on which we will broadcast computer software each with around 30 sub-pages."

Between September 1980 and July 1982 the BBC carried out trials in conjunction with ITV, Brighton Polytechnic and chip manufacturer Mullard, to develop a workable system. The results of that research persuaded the BBC to press forward and launch a full service, planned to coincide with the start of the 1983/84 school year.

In order to understand how telesoftware will work, it is necessary to know a bit more about Ceefax itself. The UK's PAL colour television system operates on 625 lines — but not all the lines are used for the picture. If you switch on your television and squish down the picture using the height control you will be able to see four rows of white dots at the top of the picture. This is the information — broadcast as a 'bit-string' — which is decoded to give the Ceefax pages. To read the pages you need a decoder. Normally this means a special television with a built-in decoder.

Pages are transmitted in an endless loop — if you want a particular page you have to wait until it comes round. At the moment Ceefax has about a 15 second cycle (access) time. Each page can support sub-pages — up to 99 — and only one sub-page is read on each cycle. Subsequent sub-pages are read on subsequent cycles, again in a loop returning to the first sub-page after the last.

In September, to link up with the start of the BBC's telesoftware broadcasts, there will be an alternative way of decoding Ceefax pages — using an ordinary tv together with a BBC microcomputer and a special teletext adapter unit developed by Acorn.

Says Lawson Brown: "Because the information is coded for transmission in digital form, it makes sense for a computer

to be used in conjunction with it. So, originally, when the BBC machine was first conceived as part of the BBC's Computer Literacy Project, it was always envisaged as being capable of receiving broadcast software."

Advantages of the Acorn system over a conventional teletext tv are that it is much faster, it can save pages as they appear on screen to disc, capture further pages while you are reading another, capture sub-pages as they go round, allowing you to step through them at will. It is also possible to write control software to enable the individual user to extract particular types or sets of information from the Ceefax pages.

But the main application of the teletext adapter will be telesoftware. Software downloaded from the BBC's telesoftware pages goes straight into the computer to be run or listed.

To load a program, first the telefont mode must be selected (the adapter has two modes — teletext and telefont). Then it is necessary to type in the tv channel, teletext page number and then Exec "Name of program".

The system takes about 15 seconds per K of program. Every page incorporates what is called a cyclic redundancy check. As the program is loading the computer calculates a value based on the Ascii codes of all the characters on the page being loaded. At the end of the page the computer compares this value with one given on the end of the page — if the two numbers are different the computer signals a loading error and automatically reloads the page.

Now that the system works, what is the BBC going to do with it? "Well, to start with," says Lawson, "we will only be broadcasting software for the BBC computer — simply because it is the only one at the moment with a teletext adapter. If they are brought out for other machines then in theory we can transmit for them — the software at our end should work with any machine."

This software is what Lawson calls the 'Sausage Machine' — a software program developed by the BBC to encode programs into a form suitable for broadcasting. "It takes an ordinary file — in tokenised Basic — and turns it into an Ascii file which is what Ceefax demands. Then it splits it up into Ceefax pages."

The sausage machine also gives each Ceefax page a couple of identifying lines telling the receiving computer how many pages the program takes up, which page the computer is reading, what machine it is for, redefinitions of active control codes and a run-inhibit control. If this last instruction is missed off, then the program will auto-run on loading.

"There is no security in the system at present," says Lawson, "because the whole idea is that telesoftware should be provided as a public service."



The software Lawson will select will broadly be aimed at two areas — education and programs for the domestic user. Educational material will probably dominate, but Lawson is keen to emphasise that he means 'education' in its broadest sense. Many of the initial educational programs will be provided by either the MEP or by the Brighton Polytechnic project. Lawson is also currently negotiating with other suppliers — including the Advisory Unit for Computer Based Education at Hatfield.

"We are wide open to good quality software written by members of the public at the moment," he says, "but if anyone does send anything it must be in machine-readable form together with full documentation and we are insisting that the programs must be of the highest standard because users can list them out and will use them to learn from. Any program must, for example, be in good structured programming style." Unfortunately the BBC will only pay a nominal £5 fee. "We will also have reviews of commercial software packages in cut-down sampler versions. You will even be able to interact with some of the review versions. I think that will form an important part of what we do because people are getting fed up shelling out quite large sums of money to buy software they have never seen."

The initial software program schedule is now sorted out — and it will be published in the telesoftware index. That can be found on Ceefax page 700 with more details of the programs and forthcoming attractions on page 701. Programs will be changed every two weeks and repeated once after three months.

At the moment there are only two programs in the system but, come September, there should be a lot more. And by then, hopefully, Acorn's manufacture of the teletext adapters will be in full swing. Already, Acorn has received over 3,000 orders, without placing a single advertisement.

Delivery of the first adapters is now planned for late August but, because of the order back-log that has built-up, it seems unlikely that anyone ordering their £225 adapter now could hope to take delivery of it before late September.

A strange animal !

John Scriven takes a look at the Multitech MPF II

The Micro-Professor MPF II is a strange animal. At £269 one would expect something fairly impressive, both in looks and in performance. When released in the States two years ago, there was nothing in its price range, but now it has to compete with the likes of the BBC Micro and the Commodore 64.

In appearance, the MPF II is compact — smaller than a piece of A4 paper (eg. the size of this magazine), and only just over an inch in thickness. There are 49 tiny calculator keys recessed on the top, and a full range of interfaces.

At the back are sockets for standard PAL TV, a "monitor" (although it's a standard TV socket), and miniature jack-sockets to connect a cassette recorder. Also to be found here is the low-voltage

keyboard. Instead of producing a traditional typewriter form, Multitech have gone for a rubber-pad model, presumably for cheapness. Unfortunately, the result is rather like upgrading a ZX81 with a Spectrum keyboard. Most people would rather pay £45 for the feel of real keys under their fingers than £30 to wade in a sea of floppy rubber.

As it is, touch typing is out of the question, and the space-bar fails to operate unless it is struck on either side. Another problem is that the Fire buttons are in the lower corners, in exactly the position that SHIFT usually occupies.

The machine itself has an impressive specification — 64K Ram (although it's really only 35K — 40K for most applications), and the ubiquitous 6502 as central

processor. The character set is only upper-case, which is another reason why word-processing would be complicated, and as seems usual for machines full of Eastern promise, it omits the pound sign.

The Basic is practically identical to Applesoft, so much so that Applesoft programs can be loaded in from tape. This may lead you to suppose that you could equip yourself with an Apple for half the price — the problem is that nobody I know with an Apple still uses cassettes, and most software houses stopped producing tapes at least four years ago, when Apple released their disc-drives.

The importers have assured me that when Multitech drives arrive in this country they will be fully compatible with Apple format. As the drive units never appeared I wasn't able to test this out.

For those of you used to more recent Basics, Applesoft is a bit long in the tooth and makes no concessions to the structured programming lobby — no *Else*, *Repeat*, *While*, *Case* or *Procs* to be found. There are eight colours available, as opposed to 16 on the Apple II: black, green, purple, white, green, orange and blue. (Yes, I know there are only six different ones, but that's what the manual tells you!)

You also have the choice of two graphics modes. These are capable of reasonable graphics, and the commands *Plot*, *Hplot*, *Hlin* and *Vlin* provide easy ways of screen manipulation. If you want filled boxes or circles, etc, then you will have to resort to basic trig. Plot them.

The drawing commands themselves are pretty good. Typing *Gr* will bring you into the low resolution graphics mode with an area of 40 by 40 pixels. *Hgr* produces the high-resolution mode — an area of 280 by 160 pixels. These two modes leave space of four lines at the bottom of the screen for text. If *Hgr2* is selected, the screen is extended to 280 by 192 pixels with no room for text.

As with the Apple, it is possible to define a wide range of graphics in shape tables and move them around the screen, rotating and changing the size with ease — this can result in good graphics, but the slowness of the Basic lets it down. Potential



input (a separate power supply generates the rather unusual 5v and 9v necessary). On the side can be found the "real keyboard"/joystick socket, the printerface and the I/O port for disc-drives and card-ridges.

You are also supplied with a two-way adaptor for the video output so the computer can be permanently connected to the TV. The usual white foam packaging also contains a diagnostic cassette and four manuals — one to install the machine correctly, a diagnostic booklet to complement the cassette, and two information books. One is a teaching manual and the other explains in some detail the more advanced features of the MPF II.

As an example of modern technological design, it is compact and neat, and its internal construction is well laid-out, containing a sizeable speaker and two circuit-boards. The second of these is a colour card that piggy-backs the width of the case. The machine certainly has a feel of being well-made, but the calculator keys mean that anyone would plump immediately for the extension keyboard. This is full-size, containing a normal space-bar and two SHIFT keys as well as CONTROL, RESET and FIRE buttons.

The first criticism must be levelled at the





games writers will have to take their 6502 primers to bed with them!

As an extra, there are on-board graphics symbols, rather more like the PET shapes than those found on Sinclair machines. Another similarity to Spectrums and ZX81s is the option to have single-key entry if you so desire. This is achieved by holding down SHIFT and CONTROL while depressing a letter key. The key-words are written above the keys on the large keyboard, and available on a plastic overlay on the standard machine.

The manuals are very comprehensive and full of sample programs. Unfortunately, they are translated from Chinese and the inevitable few mistakes have crept in. There is no index in the Basic tutorial manual, which is frustrating, and the explanations of graphics commands are not as clear as they could be.

Access to the sound commands seems to be by trial and error. It is as unfriendly as the Vic20, relying as it does on Pokes for success. While the results approach the standard of the Oric, they are nowhere near as easy to produce, and assistance in the manual is sadly lacking.

On the whole, I would suggest that anyone buying an MPF II would do well to get their hands on an Apple manual. The differences in Basic commands are minimal and the American authors have produced a clear and concise guide that contains most of what you would need. They are also amusing in a dry way.

The MPF II books are full of cartoons that don't help to explain points in the text and the only real humour is in the misprints!

The printer, supplied as an extra, uses heat sensitive paper and makes use of the excellent screen dump command to produce graphs, etc, from the display, as well as normal Lprinting and Lising. The characters are 5 x 7 pixels on a matrix of 7 x 10, and are standard size on 4 1/2 inch paper.

The full ASCII character set is available as well as lower case and graphics. Bit image printing is possible, as used in hi-res screen dumps, and the printing speed is variable from 150 to 180 lines a minute.

The 68-page manual gives details on how to connect up the printer to other computers with a Centronics interface. The cable to the MPF II, however, has a 16 socket connector that is specific to that machine, so using the printer with other computers is not as straightforward as it could be.

It cannot produce the print quality of daisy-wheel printers or an Epson, but it is ten times better than a Sinclair and at least as good as the dot-matrix printers around £250.

Six cassettes are available — Gobbler, a Pacman look-alike, and some rather boring "educational" cassettes. The joystick cannot be used if the extension keyboard is plugged in, and is not very sensitive (it only has four rather than eight switches inside). The games tapes were equivalent to Commodore or Dragon versions, but there was nothing that rivalled the Apple high-resolution games that should be possible on this computer.

This is where the problem lies. Apple games should be compatible (according to Multitech), but you would be poorly off if you relied on the software available at present.

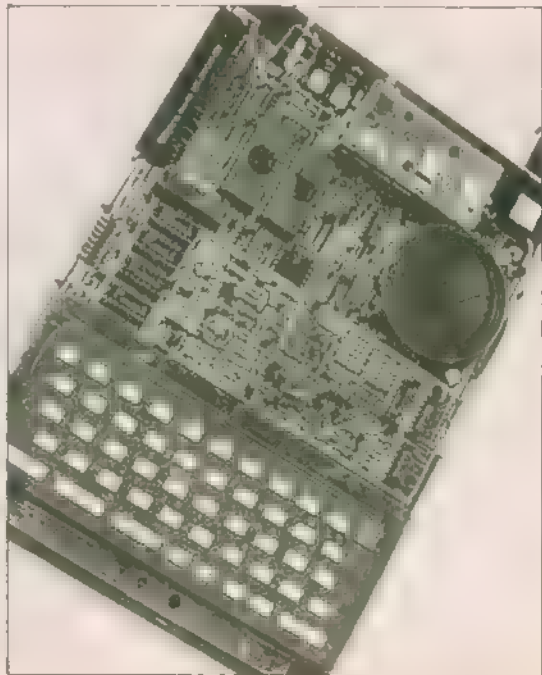
For someone used to an Apple, there are few problems, but they would certainly miss the real keyboard and discs. Another problem is knowing who the MPF II is aimed at. The advertising would imply that this is a machine upon which to learn Basic, and yet it is based on the Apple, a machine which very few people would choose as a home computer.

If the likely customers are small businesses, then they would be disappointed in the lack of useful software. A lot seems to depend on the compatibility of the disc system, if and when it appears.

The facilities offered by the printer certainly improved my over-all impressions of the MPF system, but it is still difficult to recommend it to potential purchasers. For a machine that appears so well made, it is a pity that it falls between so many stools — it is graphically inferior to the BBC and Commodore 64 machines, although it offers more than Spectrums, etc.

If it had appeared two or three years ago, it would have been a good investment. Now it shows its age by using a five year old version of Basic. Ultimately, it is let down by its lacky keyboard and a price that is about £100 more than it should be.

Thanks are due to Jay-Dee Computers of Port Talbot for their help in supplying the review machine.



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Strong language!

Bryan Skinner presents a program that is designed to help you learn French

This article describes a program ■ aid the learning and spelling of words. It is designed to be used to learn French vocabulary, but could easily be amended for use with a different language. ■ could also be used for young children learning English.

The program ■ written for the Dragon 32 micro, but is easily adaptable for most other machines. The major differences will be in the screen handling, random number generation and string manipulation.

The user is initially presented with the first character of a word. He may then either guess at the word, see the next letter or give up. If the user guesses the word correctly, a point is gained and the user given credit according to how many letters have been added; the most credit being earned for the least additions.

If the user quits, the word is displayed before the next go. And, if all the letters have been added without the user guessing the word, it is again displayed.

The words are presented at random, without any words being repeated. At the end of the program, the user is shown how many words ■ guessed correctly.

The words themselves are held in Data statements at the end of the program. Should you alter these, check if you need to alter the variable Nw at the beginning of the program. Also check Ng, since it you

try to have more goes than words, the subroutine which prevents reselection of words will never be resolved. Of course, you could insert a routine to allow the user to select the number of goes given the above constraints.

Perhaps the least comprehensible part of the coding lies in the calculation of the percentage score. This I will leave to you to unravel.

Figure 1 shows the variables and their meanings:

Fig 1
PG — potential guesses
TL — total length of all words
GI — guessed in

Remember that you cannot make a guess without seeing at least the first character!

The program is fully documented and should therefore be easy to understand. Lines 1120-1160 show how ■ manipulate Data statements easily: Restore the data pointer to the first data item (line 130); calculate which data item you want; call a subroutine to move the data pointer to the item you require (remembering that you should therefore move it N-1 times! — see line 1130); then Read the item.

Notice that this operation should not be done with a For...Next loop. The reason for this is that in most implementations of Basic such loops are always performed at least once, since checking the loop counter is done at the end of the loop. In practice, this means that using a For...Next loop to move the data pointer will prevent us ever accessing

the first data item!

This technique is useful if you have so much data that there is not room to hold it ■ an array. In this example, the program could be simplified by the use of an array by the following amendments:

```
35 DIM WDS (NW): REM ARRAY FOR WORDS
36 FOR W = 1 TO NW: READ WDS(W):NEXT
Delete line 120
Delete lines 1120-1170
Amend line 200 to: 200 AW$ = WDS(R)
```

Analysis of program

Lines	
10-110	Initialisation ■ main variables
120-210	Select a word at random (no repeats)
220-240	Set variables
250-260	Set letter pointer to first character of word
270-310	Display the first L characters of word and print prompt
320	Clear prompt from screen
330-350	Action according to user's choice:
330	Next letter — update letter pointer, if last letter display it. Update GI and terminate go
340	Quit — display word, update GI & terminate go
350	Guess — do guess subroutine, then terminate go
360	Update letter pointer, if not end ■ word set next letter
370-400	End of go — display word, print continue prompt, update goes and do next if necessary
410-490	End of program — display number of correct guesses, calculate % based on number of characters displayed before successful guesses, print result & end
500-580	Guesses — define letters of the rest of the word, set input & compare, print appropriate message, update GI (guessed in) and CG (correct guesses) if correct
600-620	Space to continue subroutine
1000-1030	Space to continue subroutine
1040-1110	Get a random number, test if used before, if ■ get another
1120-1170	Move the data pointer to the random number chosen, to point to the next word
2000-2020	DATA statements

```
10 REM ***** DEFINE VARIABLES *****
20 NG=10
30 NW = 10:REM NUMBER OF WORDS
40 DIM RN(NG):REM ARRAY FOR RANDOM NUMBERS
50 CH$ = "GNQ":REM STRING TO SELECT CHOICE (SEE LINE )
60 CG = 0:REM CORRECT GUESSES
70 GI = 0:REM VARIABLE FOR "GUESSED IN"
80 TL = 0:REM TOTAL LENGTH OF WORDS VARIABLE
90 REM ***** VARIABLES DEFINED *****
100 G = 1:REM 1ST GO
110 REM ***** START OF A GO *****
120 RESTORE:REM RESET DATA POINTER
130 CLS
140 PRINT@ L(2);"GO NUMBER:";G
150 GOSUB 1040:REM GET RANDOM NUMBER &
160 REM TEST FOR REPEATS &
170 REM MOVE DATA POINTER TO WORD NUMBER R
180 RN(G) = R:REM PUT THE RANDOM NUMBER INTO THE ARRAY
190 REM
200 READ AW$:REM GET A WORD
210 LS = LEN(AW$):REM LENGTH OF WORD
220 TL = TL + LS:REM UPDATE TOTAL LENGTH OF WORDS
230 REM
240 REM ***** NOW DISPLAY CHARACTER BY CHARACTER *****
250 L = 1:REM L=CHARACTERS OF WORD
```

Continued on page 19

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PROGRAMMING

```

260 PRINT@ L(4),MID$(AW$,1,L):REM PRINT L CHARACTERS OF WORD
270 PRINT@ L(15),"G=GUESS/N=NEXT/Q=GIVE UP"
280 UC$ = INKEY$:IF UC$ = "" THEN 280
290 UC = INSTR(1,CH$,UC$)
300 IF UC = 0 THEN GOTO 280
310 PRINT@ L(15),STRING$(32,32);
320 IF UC = 2 THEN L=L+1:IF L = LS THEN GI=GI+LS-1:GOTO 360:
    REM NEXT LETTER,IF END OF WORD,PRINT IT
330 IF UC = 3 THEN GI = GI+LS-1:GOSUB 590:GOTO 370:REM QUIT-
    DISPLAY WORD & DO NEXT GO
340 IF UC = 1 THEN GOSUB 480:GOTO 370:REM GUESS SUBROUTINE,
    THEN NEXT GO
350 IF L <= LS THEN GOTO 260:GET NEXT LETTER, IF ANY
360 GOSUB 590:REM DISPLAY WORD
370 GOSUB 1000:REM SPACE TO CONTINUE
380 G = G + 1:REM UPDATE NUMBER OF GOES
390 IF G <= NG THEN GOTO 110:REM NEXT GO
400 REM %%%%%%%%%%%%%% ALL GOES DONE %%%%%%%%%%%%%%
410 CLS
420 PRINT@ L(5),"YOU GOT";CG;" OUT OF";NG
430 PG = TL - NG:SC = 100 * (1 - (GI / PG) )
440 PRINT@ L(7),"PERCENTAGE SCORE=";SC;"%"
450 PRINT@ L(9),"END OF PROGRAM"
460 END
470 REM %%%%%%%%%%%%%% END OF PROGRAM %%%%%%%%%%%%%%
480 REM ***** SUBROUTINE FOR GUESSES *****
490 RO$ = RIGHT$(AW$,LS-L):REM REM OF WORD
500 PRINT@ L(7),"ENTER YOUR GUESS ";
510 INPUT GU$:REM GUESS
520 IF GU$ = RO$ THEN GOTO 550
530 GI=GI+LS-1
540 PRINT@ L(10),"WRONG":GOSUB 590:RETURN
550 PRINT@ L(10),"CORRECT":CG=CG+1
560 GI=GI+L-1
570 RETURN
580 REM ***** END OF GUESSES *****
590 PRINT@ L(11),"THE WORD WAS ";AW$
600 RETURN
1000 PRINT@L(16),"PRESS SPACE TO CONTINUE";
1010 C$ = INKEY$:IF C$ <> CHR$(32) THEN GOTO 1010
1020 PRINT@ L(16),STRING$(31,32);
1030 RETURN
1040 REM GET A RANDOM NUMBER,TEST FOR REPEATS,MOVE DATA POINTER
1050 R = RND(10)
1060 EF = 0
1070 FOR CN = 1 TO G-1
1080 IF R = RN(CN) THEN EF = 1:REM ALREADY USED R
1090 NEXT
1100 IF EF = 1 THEN GOTO 1050
1110 REM ***** TEST COMPLETED *****
1120 REM ***** MOVE DATA POINTER *****
1130 RW = 1
1140 IF RW = R THEN RETURN
1150 READ AW$
1160 RW = RW +1:GOTO 1140
1170 REM ***** POINTER MOVED *****
1180 RETURN
1190 REM $$$$$$$$$$$$$$$$$$ DATA BLOCK $$$$$$$$$$
2000 DATA MAISON,CHAMBRE,BLEU,ROUGE
2010 DATA PERE,MERE,GRENOUILLE,CHAT,CHIEN,SOEUR

```


Calculated actions

Ian Logan explains how to use the calculator in the last of his current series

A microcomputer operating system has many parts. That part which contains all of the routines for handling arithmetic and manipulating strings can be called the calculator.

In the Spectrum, there are a relatively small number of rules to be followed when using the calculator. Hence, it is easy for a machine code programmer to include 'calls to the calculator' in his, or her, own programs.

The calculator is called into use by a particular Z80 restart instruction — *Rst 0028h* — followed by defined bytes that indicate which routines are to be used. All the routines in the calculator have their own unique defined bytes, which makes

for a very compact internal calculator language.

Now for the rules:

(i) *Look after the calculator stack correctly*

The main work area is the calculator stack. In this area the user can store 5-byte numbers or 5-byte string descriptors. The system variable *Stkbot* always points to the base address of this area, while the system variable *Stkend* always points to the first free location above the current stack. If this stack is empty, then these two system variables will hold the same address; otherwise *Stkend* will always point higher in memory than *Stkbot*.

The calculator stack is used in the standard "last-in, first-out" manner. It is

undesirable, though not normally fatal, to either take a value off the stack when it is empty, or to leave unused values on the stack when moving on to the next part of a program. Remember that the calculator stack is totally separate from the Z80 machine stack and that 5-byte values are never scored on the machine stack in normal operation.

(ii) *Make use of the calculator's memory area*

There is a second work area used by the calculator and that is the memory area. It has 30 locations that form a sub-area within the system variables area. In these locations it is possible to hold six 5-byte values in an ordered manner. These 5-byte slots can conveniently be labelled 'mem-0, mem-1, mem-2, mem-3, mem-4 and mem-5'.

The system variable *Mem* normally points to the base address of the memory area and hence forms a vector to the current memory area. Indeed, the machine

Table of Calculator Routines (adapted from

The Complete Spectrum ROM Disassembly).

DEFB LABEL	DEFB LABEL	DEFB LABEL	DEFB LABEL
00 jump-true	15 str-less	2A abs	86 series-06
01 exchange	16 str-eql	2B peek	88 series-08
02 delete	17 str-add	2C in	8C series-0C
03 subtract	18 val g	2D usr-no	A0 stk-zero
04 multiply	19 usr- g	2E str g	A1 stk-one
05 division	1A read-in	2F chr g	A2 stk-half
06 to-power	1B negate	30 not	A3 stk-pi/2
07 or	1C code	31 duplicate	A4 stk-ten
08 no-&-no	1D val	32 n-mod-m	C0 st-mem-0
09 no-l-eql	1E len	33 jump	C1 st-mem-1
0A no-gr-eq	1F sin	34 stk-data	C2 st-mem-2
0B nos-neql	20 cos	35 dec-jr-nz	C3 st-mem-3
0C no-grtr	21 tan	36 less-0	C4 st-mem-4
0D no-less	22 asn	37 greater-0	C5 st-mem-5
0E nos-eql	23 acs	38 end-calc	E0 get-mem-0
0F addition	24 atn	39 get-argt	E1 get-mem-1
10 str-&-no	25 ln	3A truncate	E2 get-mem-2
11 str-l-eql	26 exp	3B fp-calc-2	E3 get-mem-3
12 str-gr-eq	27 int	3C e-to-fp	E4 get-mem-4
13 str-neql	28 sqr	3D re-stack	E5 get-mem-5
14 str-grtr	29 sgn		

All 'defined bytes' are given in hex.

code programmer is quite at liberty to move the memory area by altering the address in *Mem* if so wished.

The calculator contains routines for handling the values in individual slots, which can be very useful when a value is to be held aside for a moment.

(iii) If in doubt, save H' and L'

In the normal operation of the Spectrum, the alternative *HI* register pair contains the return address required after a *USR* machine code routine has been executed. Although these registers are not normally disturbed, it is good practice to store and later restore these particular registers if there should be any doubt.

(iv) Transferring values to the calculator stack

There is a series of ways of putting values on the calculator stack and each has its own advantages and disadvantages.

Integers in the range 0 - 255

These are best transferred by entering the value into the A register and calling the subroutine *STACK-A* (2D20h).

Integers in the range 0 - 65535

Enter the value into the BC register pair — high byte in B, low byte in C, and call *STACK-BC* (2D2Bh).

Strings

A string descriptor comprises five bytes. A two byte length, a two byte starting address and a fifth unused byte. Note that the string of characters can never itself be put on the calculator stack.

A string descriptor can be transferred by entering the length into the BC register pair, the start into the DE register and calling *STK-Store* (2AB6h).

Transferring a number as a string

It is possible to transfer a number by putting the 5 bytes of the floating-point number into the appropriate registers and calling *STK-STORE* (2AB6h). The A register has to hold the exponent and the E, D, C and B registers the four bytes of the mantissa.

The action of transferring a value to the calculator stack adds one to the number of items on that stack. Values can be transferred to a memory area slot directly, the correct base address being derived from the system variable *Mem*.

Taking values off the calculator stack

Again, there are a series of ways of taking numbers or strings off the calculator stack:

Numbers whose integer value is 0 - 255

A call to the routine *FP-TO-A* (2D05h) will compress the topmost value on the stack into the A register. The carry flag is returned reset if the value fits successfully.

Numbers whose integer value is 0 - 65535

A call to the routine *FP-TO-BC* (2DA2h) compresses a value into the BC register pair. Again the carry flag shows overflow.

In both cases the zero flag is set for positive numbers and reset for negative numbers. Note that string descriptors do not lend to compress to sensible numbers!

Fetching string descriptors

A call to *STK-FETCH* (2BFFh) takes a 5-byte value off the stack. It puts the first byte into the A register (normally a zero) and the other bytes into the E and D registers (normally the starting address) and the C and B registers (normally the length of the string).

Printing a value as a decimal number

This action also takes a value off the stack. A call to *PRINT-FF* (2DE3h) leads to the topmost value being taken as a number and it is printed at the current print position.

Calculator's routines

The full list of the 82 routines is given in the accompanying table. The most important

```

1 REM -- a CUBE routine --
10 INPUT "Enter your value ";a
20 PRINT a;" cubed =";
30 LET VAR5=1+PEEK 23627+256*P
EEK 23628
40 LET MEM5=25+PEEK 23656+256*
PEEK 23657
50 FOR n=0 TO 4
60 POKE MEM5+n,PEEK (VAR5+n)
70 NEXT n
100 POKE 32000,239: REM CALC
110 POKE 32001,229: REM get
120 POKE 32002,49: REM dup
130 POKE 32003,49: REM dup
140 POKE 32004,4: REM mult
150 POKE 32005,4: REM mult
160 POKE 32006,56: REM end
170 POKE 32007,195: REM jp
180 POKE 32008,227: REM print
190 POKE 32009,45: REM fp
200 RANDOMIZE USR 32000
210 PRINT
220 GO TO 10

```

routines are as follows:

(i) Stacking constants

The calculator has a table of five constants, all of which are very useful. They are: *stk-zero* (A0), *stk-one* (A1), *stk-half* (A2), *stk-pi/2* (A3) and *stk-ten* (A4). In each case, the required constant is added to the calculator stack as a 5-byte number.

(ii) Arithmetic operators

The main arithmetic operations are: addition (0F), subtraction (03), multiplication (04) and division (05). In each case, the two topmost numbers on the calculator stack are replaced by a single result.

(iii) The numeric functions

There are a large number of routines for handling functions, eg. *tan* (21), *ln* (25), *sqr* (28), etc. In all cases, the topmost value is modified by the function — the stack remains unchanged in size.

(iv) Manipulating the stack

There are four special routines that are very useful:

- exchange (01) — the two topmost values are switched over.
- delete (02) — the topmost value is lost.
- duplicate (31) — the topmost value is repeated.
- resack (3D) — the topmost value is converted to the long form if it is a short integer.

(v) Transferring values to the memory area

The six defined bytes C0 — C5 are all 'st-mem-x' instructions. This action merely copies the value to the required memory area slot. The stack is left unaffected.

(vi) Fetching values from the memory area

The six defined bytes E0 — E5 are all 'get-mem-x' instructions. The instructions in this group transfer values to the calculator stack and the stack thereby increases in size.

(vii) Exiting from the calculator

The *end-calc* (38) routine has to be called as the last routine whenever the calculator is used. This routine has no action other than to return the user to normal Z80 machine code.

(viii) Stacking 5-byte numbers

The routine *stk-data* (34) is of special interest, as it allows the user to stack numbers from within a series of defined bytes. Although a compressed form can be used, it is probably easiest if the '34' is followed by the five bytes of the number with the exponent byte increased by 70h.

Using the calculator

The accompanying Basic program illustrates how the Spectrum's calculator can be used. The task of the program is to do no more than print the value obtained by 'cubing' the *Input* value. Of course in this instance the use of 'Print a*a*a' would be easier, but less instructive.

The parts of the program are:

```

Lines
1 the title
10 the INPUT value for 'a' is requested.
30-70 the 5-byte value of 'a' is moved to the
'slot', mem-5 (The INPUT value is present
in the variables area and needs to be
passed to the calculator, and this is a
suitable manner for the present example.)
a machine code routine of ten bytes. The
base of the area has been selected as
32000 (Just a suitable round number.)

```

The assembly list is:

```

RST 0028,FP,CALC invoke the calculator
DEFB E5,get-mem-5 take the value 'a'.
stack holds 'a'.
DEFB 31,duplicate stack holds 'a','a'.
DEFB 31,duplicate stack holds 'a','a','a'.
DEFB 04,multiply stack holds 'a','a','a'.
DEFB 04,multiply stack holds 'a','a','a'.
DEFB 38,end-calc exit from the calculator
leaving 'a*a*a' on the stack.
JP 2DE3,PRINT-FF and from the machine code
routine via PRINT-FF so as
to print 'a*a*a'.
200 execute the USR routine.
210 supply a 'line-feed'
220 around once again.
Note. Line 20 does use the 'memory area' hence it is
placed before the moving of the 'a' value.

```

This example of how to use the calculator is just a starter and is not meant to do any more than introduce the subject. For more information, refer to *Understanding Your Spectrum* or *The Complete Spectrum Rom Disassembly* published by Melbourne House.

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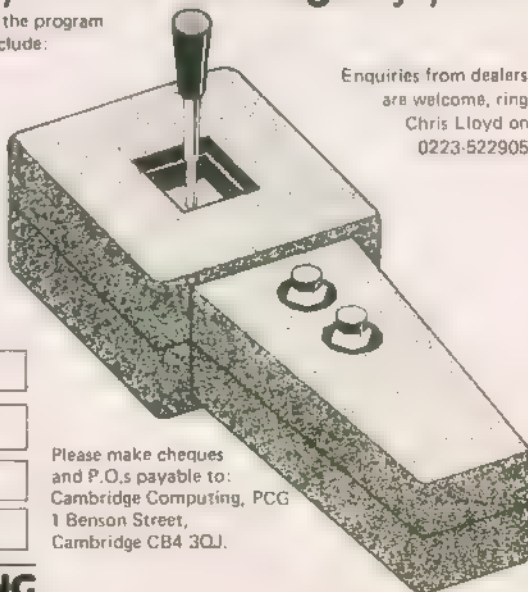
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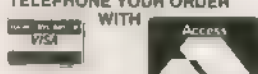
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7F1C 26FB	290	BNE @ERROR
7F1E 86007C	300	LDA 124
7F21 26F6	300	BNE @ERROR
7F23 BD8DDC	310	JSR @MOTOROFF
7F26 860141	320	LDA @CHAN
7F29 87006F	320	STA 111
7F2C 8E01DA	330	LDX #474
7F2F A680	340	QHAM LDA ,X+
7F31 8DB54A	340	JSR @PRINT
7F34 8C01E2	340	CMPI #474+8
7F37 25F6	340	BLO @NAM
7F39 8620	350	LDA #32
7F3B 8DB54A	350	JSR @PRINT
7F3E 8601E2	360	LDA 474+8
7F41 8D75	360	BSR @TYPE
7F43 8102	370	CMPI #2
7F45 2616	370	BNE @CONT
7F47 8620	380	LDA #32
7F49 8DB54A	380	JSR @PRINT
7F4C FC01E7	380	LDD 474+13
7F4F BD957A	380	JSR @NUMPRT
7F52 8620	390	LDA #32
7F54 8DB54A	390	JSR @PRINT
7F57 FC01E5	400	LDD 474+11
7F5A BD957A	400	JSR @NUMPRT
7F5D 8620	410	@CONT LDA #32
7F5F 8DB54A	410	JSR @PRINT
7F62 86FF21	420	LDA 65313
7F65 8A00	420	ORA #8
7F67 87FF21	420	STA 65313
7F6A 7F0140	430	CLR @BLKS
7F6D BD7F92	440	@LOOP JSR @HEX
7F70 BD893E	450	JSR @GETBLOCK
7F73 86007C	460	LDA 124
7F76 81FF	470	CMPI #255
7F78 2705	470	BEQ @FIN
7F7A 7C0140	480	INC @BLKS
7F7D 20EE	480	BRA @LOOP
7F7F 860141	490	@FIN LDA @CHAN
7F82 87006F	490	STA 111
7F85 7C0089	490	INC 137
7F88 7C0089	490	INC 137
7F8B 860D	500	LDA #13
7F8D 8DB54A	500	JSR @PRINT
7F90 2084	500	BRA @BEGIN
7F92 860140	510	@HEX LDA @BLKS
7F95 5F	510	CLRB
7F96 84F0	520	ANDR #240
7F98 44	520	LSRA
7F99 44	520	LSRA
7F9A 44	520	LSRA
7F9B 44	520	LSRA
7F9C 8D09	530	BSR @CHROUT
7F9E 5C	530	INCB
7F9F 860140	540	LDA @BLKS
7FA2 840F	540	ANDR #15
7FA4 8D01	540	BSR @CHROUT
7FA6 39	550	RTS
7FA7 810A	560	@CHROUT CMPI #10
7FA9 2404	560	BNS @ALPHA
7FAB 8B70	570	ADDA #112
7FAD 2002	570	BRA @PUT
7FAF 8B37	580	@ALPHA ADDA #55
7FB1 9E88	590	@PUT LDX >136
7FB3 3085	600	LEAX B,X
7FB5 A784	600	STA ,X
7FB7 39	600	RTS
7FB8 3402	610	@TYPE PSHS A
7FBA C605	610	LDB #5
7FBC 3D	610	MUL
7FBD C37FCE	620	ADDD @TEXT
7FC0 1F01	630	TFR D,X
7FC2 C605	630	LDB #5
7FC4 A680	640	@TYP LDA ,X+
7FC6 8DB54A	640	JSR @PRINT
7FC9 5A	650	DECB
7FCA 26FB	650	BNE @TYP
7FCC 3582	650	PULS A,PC
7FCE 4241534943444154	700	@TEXT FCC "BASICDATA MCODE"
7FDD	1000	END @START

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Assembled—part one

Jeremy Ruston provides a simple introduction to the intricacies of assembly language

Many BBC micro programmers restrict themselves to programming in BBC Basic. This is not a bad idea, since there are advantages to programming in Basic — programming can generally be done quite quickly, easily and with less chance of things not working when you try to run the program. Just as importantly, Basic is an easy language to debug.

Once programmers begin to realise the disadvantages of Basic — slow speed and huge listings — they often start using a compiler in order to gain extra speed. However, the time often comes when the programmer wishes to learn assembly language. This is usually because code generated by a compiler is never as efficient as 'real' assembly language.

Before progressing further, it's a good move to examine exactly what assembly language is. A computer is based around a particular microprocessor. In the case of the BBC micro it is a 6502, but many computers are based on other (usually more exotic) processors, such as the 8088, 8086 or the Z80.

Each of these microprocessors responds to its own particular set of machine level instructions, which make it carry out certain very basic things. These operations usually consist of "fetch a number from a particular memory location", "add these two numbers together" or "store a number in this memory location".

All these operations are identified by a special number — the operation code, or op-code — which depends on the microprocessor in use. To program a computer in these numbers, you simply fill up memory with the relevant numbers and set the computer up to execute them. This is a very tedious way of programming, because the numbers themselves bear no relation to the operation being performed. This makes them difficult to remember, especially in the case of the 8086, where there are billions of different numbers.

Rather than expecting programmers to remember these endless sequences of numbers, manufacturers have developed various mnemonics to represent these numbers. For example, a common operation in assembly language programming is to load a given number into a variable (in assembly language there are only three variables available). In machine code, this is represented as `&A9 &XX`, where `&XX` is the number to be loaded. On the other hand, the same instruction in 6502 assembly language is `LDA EXX`. In the case of the 6502 the mnemonics are a little odd, but they are very easy to remember, because there are so few of them.

Before we can start to learn about 6502 assembly language programming, we'll have to learn more about the 6502 itself

Internally, the 6502 consists of several registers. These registers are similar to the variables that you use in Basic, except that they are more limited in range. Most 6502 registers are 8 bits wide, which means that they can only hold a number between 0 and 255.

The registers provided are the accumulator, which is often referred to as the `A` register, the two index registers, which are usually referred to as `X` and `Y`, the program counter register which is called `PC`, the stack pointer which is called `SP` and the status register which we shall call `P`, although there is no defined standard for this register.

The accumulator is the most important register of the system. It is used for all arithmetic and logical operations. It is 8 bits wide. The index registers are used to access memory, but they are often used for passing parameters to subroutines. The index registers cannot be used for arithmetic or logical instructions. Both index registers are 8 bits wide.

The program counter is probably the oddest register. It is 16 bits wide, but it cannot be accessed directly by the programmer. It is used to keep track of which instruction is being executed.

The stack pointer serves exactly the same purpose as those used in Basic programs in the rest of this book. The odd thing about this one is that it is only 8 bits. Because it is used to access memory, we might expect it to be a full 16 bits wide. The stack pointer is always assumed to be between addresses `&100` and `&1FF`, so the top 8 bits are not needed.

The status register contains 6 bits, which reflect various things about the current state of the microprocessor. For example, one of the bits is always a 1 (or "set"), if the last instruction dealt with a number that was zero — it is only unset if the number was not zero. These flags are used for things like testing to see if one number is greater than another.

Because there are so few of these registers, it is also possible to treat all the memory locations in page zero (the bottom 256 bytes of memory) as 256 extra registers. They aren't quite as good as real registers, since they are slower to access. In addition, in the case of the BBC micro, many of these registers in page zero are used up by Basic and the operating system. In fact, the only locations in page zero that are free for us to use are `&50` to `&8F`. In theory, that should read `&70` to `&8F`, but most machines do not use locations `&50` to `&6F`.

Most of the 6502 instructions access memory in some way. The way in which they access memory varies according to

exactly what the instruction does. There are 11 basic addressing modes (or ways to access memory).

The most obvious addressing mode is immediate addressing. In this mode, the data for an instruction follows immediately on from the machine code identifying the instruction. In other words, this mode means we are loading the accumulator with a number, rather than the number found at an indicated address. It is similar to the Basic statement `Let A = 23`. To indicate that this addressing mode is in use, the number is preceded with a `#` sign (pronounced 'hash'). Eg `Lda #8` would place the number 8 in the accumulator.

On the other hand, if you miss out the hash sign, you get direct memory addressing. This means "load the accumulator with the contents of the given memory location". Using the above example, `Lda 8` would mean "load the accumulator with the contents of location 8". In Basic, a similar statement would be `Let A = 28`.

Direct addressing comes in two forms — 8 bit addressing and 16 bit addressing. The idea is that you can access any location using the 16 bit addressing mode (for example, `Lda &3200`). If the address you wish to access is the first 256 bytes of memory, you can omit the most significant byte from the address. This makes instructions which access the first 256 bytes of memory faster than the others.

The BBC micro assembler automatically decides which of the two kinds of direct addressing should be used, which means that you rarely have to think about the two kinds of instructions. However, it is sensible to ensure that any data that you may wish to access in memory repeatedly during a program is placed in page zero.

The next addressing mode is sometimes called "implied" or "inherent". In this addressing mode, no data is required by the instruction. This means that the instruction is written without any memory address indicated in the assembly language. It doesn't need any data, because instructions using this mode always imply their own data. Examples of this kind of mode are `Cic`, which clears the carry flag, `Tax`, which transfers the contents of register `A` to register `X`, and the similar `Tay`.

Accumulator addressing is similar to implied addressing, except that the data is always assumed to be the accumulator. The trouble is that these instructions can often use other addressing modes, so it becomes necessary to include an indication of the addressing mode required. The normal way of doing this is to include the letter "A" after the mnemonic. For example, the instruction `Asl &3200` means "multiply the contents of location &3200 by two", whilst `Asl A` means "multiply the contents of the accumulator by two".

To be continued next week.

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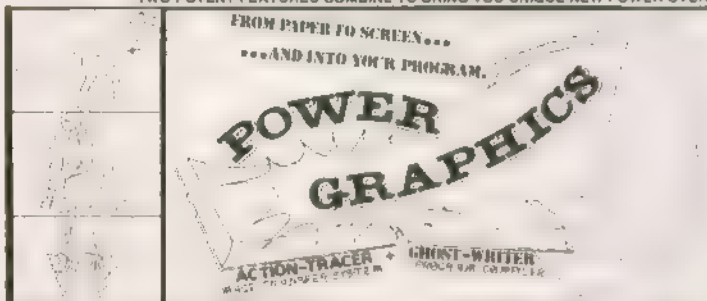
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Race

on Spectrum

The object of this game, written for the ZX Spectrum, is to steer your 'car' around

the race track, avoiding the sides and trying to reach the finishing post, shown as a capital 'F'. This is quite hard to do — I have only managed it a couple of times. If you think it is too hard, you can easily change the track by altering lines 60-120.

Program notes

3-50 Initialisation
60-120 Draw track
140-250 Main loop
300-320 Crash routine
9000-9270 Graphics setup

Use key 'M' to steer to the right, and key 'N' to steer to the left.

```

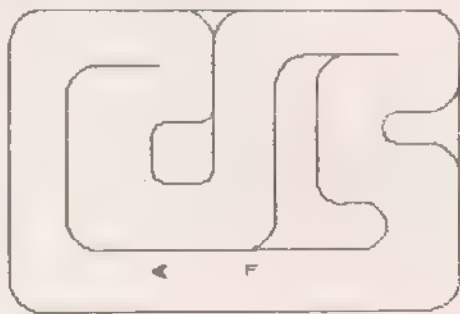
1 REM ***** RACE *****
2 REM
3 GO SUB 9000
4 LET lvs=3: LET lps=0
5 LET sgn1=1: LET sgn2=1
6 CLS : LET pos=1
7 DIM C$(18,5)
12 LET x=18: LET y=15: LET xx=
x: LET yy=y
15 LET C$(1)="<P01": LET C$(2)
="V101": LET C$(3)="A10": LE
T C$(4)="4101": LET C$(5)=">P01"
17 LET C$(6)="V101": LET C$(7)
="V101": LET C$(8)="A101"
50 BORDER 1: INK 2
60 PLOT 32,160: DRAW -15,-16,P
I/2: DRAW 0,-120: DRAW 15,-15,PI
/2: DRAW 200,0: DRAW 15,15,PI/2:
DRAW 0,120: DRAW -15,15,PI/2: D
RAW -200,0
70 PLOT 60,36: DRAW -15,15,-PI
/2: DRAW 0,62: DRAW 15,15,-PI/2:
DRAW 32,0
80 PLOT 104,160: DRAW 15,-15,-
PI/2: DRAW 15,15,-PI/2: PLOT 120
,144: DRAW 0,-64: DRAW -8,-8,-PI
/2
90 DRAW -15,0: DRAW -8,8,-PI/2
: DRAW 0,15: DRAW 8,8,-PI/2: DRA
W 15,0: DRAW 8,8,PI/2
100 PLOT 61,36: DRAW 75,0: DRAW
15,15,PI/2: DRAW 0,64: DRAW 15,
20,-PI/2
110 DRAW 48,0: PLOT 190,136: DR
AW -15,-15,PI/2: DRAW 0,-52: DRA
W 15,-8,PI/2
120 DRAW 8,0: DRAW 0,-24,-PI: D
RAW -84,0: PLOT 346,124: DRAW -1
5,-15,-PI/2: DRAW -15,0: DRAW 0,
-15,PI: DRAW 15,0: DRAW 15,-15,-
PI/2
140 PAPER 7: INK 0: FLASH 0
142 PRINT AT 0,10: BRIGHT 1, IN
VERSE 1, "LAPS",lps
144 PRINT AT x,y-3: " "
145 LET st=pos: IF pos=1 THEN P
RINT AT x,y+2: "F"
147 IF pos=5 THEN PRINT AT x,y-
2: "F"
150 PRINT AT xx,yy: " ";AT x,y:C
$(pos,1)
160 IF C$(pos,2)="M" THEN LET s
gn1=-1
170 IF C$(pos,4)="M" THEN LET s
gn2=-1
175 LET xx=x: LET yy=y
180 LET x=x+(sgn1*(VAL C$(pos,3)
)): LET y=y+(sgn2*(VAL C$(pos,5)
))
190 IF ATTR(x,y)=56 THEN GO TO
300
195 LET sgn1=1: LET sgn2=1
200 IF INKEY$="M" THEN LET pos=
pos+1: IF pos=6 THEN LET pos=1
210 IF INKEY$="N" THEN LET pos=
pos-1: IF pos<1 THEN LET pos=6
220 IF pos=st AND SCREEN$(x,y)
="F" THEN BEEP .1,10: BEEP 1.5,1
0: BEEP .1,15: BEEP 1.5,15: LET
lps=lps+1: GO TO 142
250 GO TO 150
300 REM xplosion
305 LET lvs=lvs-1

```

```

310 PRINT AT xx,yy: FLASH 1: BR
IGHT 1: OVER 1: INK 3: PAPER 5: "
";AT xx,yy: " ";AT xx,yy: "1"
311: FOR i=1 TO 10: BEEP .1,-10
: BEEP .03,-30: NEXT i
312 PRINT AT xx,yy: " "; INK 0
320 LET x=18: LET y=15: IF RND(
=.7 THEN LET pos=1
325 IF lvs<1 THEN PRINT AT 10,8
: FLASH 1: PAPER 3: INK 5: "G A H
E U E R": GO TO 350
330 IF pos<1 THEN LET pos=5
335 LET lps=0: GO TO 142
350 FOR i=-5 TO -15 STEP -1: BE
EP .3,i: NEXT i
360 FLASH 1: BRIGHT 1: CLS: PR
INT AT 10,7: "ANOTHER GO?"
370 IF INKEY$="Y" THEN FLASH 0:
BRIGHT 0: CLS: GO TO 4
380 IF INKEY$="N" THEN STOP
390 GO TO 370
9000 RESTORE 9200
9010 LET g$="cgaedfbh"
9020 FOR c=1 TO LEN g$
9030 FOR i=0 TO 7: READ g$,POKE
USR g$(c)+i,90: NEXT i: NEXT c
9100 RETURN
9200 DATA 16,56,56,124,124,254,1
9210 DATA 130,198,254,124,124,56
,56,16
9220 DATA 0,7,30,124,252,124,30,
7
9230 DATA 0,224,120,62,63,62,120
,224
9240 DATA 3,7,15,31,63,127,7,0
9250 DATA 3,7,127,63,31,15,7,3
9260 DATA 0,255,255,126,60,20,12
,64
9270 DATA 0,4,12,28,60,126,255,2
55

```



Race
by C Cox

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- 1. NEW ADDRESS
- 2. EDIT ADDRESS
- 3. DELETE ADDRESS
- 4. PRINT ADDRESS
- 5. SORT ADDRESS
- 6. SEARCH ADDRESS
- 7. ABOUT
- 8. HELP
- 9. CREDITS
- 10. EXIT

MACHINE CODE...IT MAKES ALL THE DIFFERENCE.....

The Machine Code Test Tool is a program that allows you to test your machine code programs. It is a very useful tool for anyone who writes machine code programs. It is available for Sinclair Spectrum, Atari VIC-20, Apple II, Acorn Atom, BBC A/B, Sharp ORIC-1, and New Brain.



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OPEN FORUM

Square

on Commodore 64

This is a puzzle game for the 64 which tests your powers of patience and reasoning.

Variables

X(25) Used for colour flag

AA Centre of particular square
CC Ascii number of square code
GG Ascii number of square code
XY Ascii number of square code

Program notes

8 Colour setting
800-890 Instructions
3 Initialise array

5 Colour square (black)
400-430 Draw random square
510-530 Draw random square
10-251 Change colour of square
500-530 Change colour of squares
600-602 Are all squares yellow?
605-650 Translate letter of square to Ascii
(Lines 10 to 250 are easily entered if overtyping is used).

```
POKE53280,7 POKE53281,7
JSUB800
J DIMX(25):FORI=1TO25 X(I)=0 NEXT
4 PRINT"J" GOSUB5 GOT07
5 FORJ=0TO60STEP40 FORK=55507TO55522 POKEJ+K,X
NEXT: NEXT RETURN
7 GOSUB400 GOT0600
10 AA=1277:CC=1:GOSUB500 AA=1280:CC=2:GOSUB500
AA=1397:CC=6:GOSUB500
11 GOT0600
20 AA=1280:CC=2:GOSUB500 AA=1277:CC=1:GOSUB500
AA=1285:CC=3:GOSUB500
21 AA=1400:CC=7:GOSUB500 GOT0600
30 AA=1293:CC=3:GOSUB500 AA=1280:CC=2:GOSUB500
AA=1286:CC=4:GOSUB500
31 AA=1403:CC=8:GOSUB500 GOT0600
40 AA=1285:CC=4:GOSUB500 AA=1283:CC=3:GOSUB500
AA=1289:CC=5:GOSUB500
41 AA=1406:CC=9:GOSUB500 GOT0600
50 AA=1289:CC=5:GOSUB500 AA=1286:CC=4:GOSUB500
AA=1409:CC=10:GOSUB500
51 GOT0600
60 AA=1397:CC=6:GOSUB500 AA=1277:CC=1:GOSUB500
AA=1400:CC=7:GOSUB500
61 AA=1517:CC=11:GOSUB500 GOT0600
70 AA=1400:CC=7:GOSUB500 AA=1280:CC=2:GOSUB500
AA=1397:CC=6:GOSUB500
71 AA=1403:CC=8:GOSUB500 AA=1520:CC=12:GOSUB500
GOT0600
80 AA=1483:CC=8:GOSUB500 AA=1283:CC=3:GOSUB500
AA=1400:CC=7:GOSUB500
81 AA=1406:CC=9:GOSUB500 AA=1523:CC=13:GOSUB500
GOT0600
90 AA=1406:CC=9:GOSUB500 AA=1286:CC=4:GOSUB500
AA=1403:CC=8:GOSUB500
91 AA=1409:CC=10:GOSUB500 AA=1526:CC=14:GOSUB500
GOT0600
100 AA=1409:CC=10:GOSUB500 AA=1289:CC=5:GOSUB500
AA=1406:CC=9:GOSUB500
101 AA=1529:CC=15:GOSUB500 GOT0600
110 AA=1517:CC=11:GOSUB500 AA=1397:CC=6:GOSUB500
AA=1520:CC=12:GOSUB500
111 AA=1637:CC=16:GOSUB500 GOT0600
120 AA=1520:CC=12:GOSUB500 AA=1400:CC=7:GOSUB500
AA=1517:CC=11:GOSUB500
121 AA=1523:CC=13:GOSUB500 AA=1640:CC=17:GOSUB500
GOT0600
130 AA=1523:CC=13:GOSUB500 AA=1403:CC=8:GOSUB500
AA=1520:CC=12:GOSUB500
131 AA=1526:CC=14:GOSUB500 AA=1643:CC=18:GOSUB500
GOT0600
140 AA=1526:CC=14:GOSUB500 AA=1406:CC=9:GOSUB500
AA=1523:CC=13:GOSUB500
141 AA=1529:CC=15:GOSUB500 AA=1646:CC=19:GOSUB500
GOT0600
150 AA=1529:CC=15:GOSUB500 AA=1409:CC=10:GOSUB500
AA=1526:CC=14:GOSUB500
151 AA=1649:CC=20:GOSUB500 GOT0600
160 AA=1637:CC=16:GOSUB500 AA=1517:CC=11:GOSUB500
AA=1640:CC=17:GOSUB500
161 AA=1757:CC=21:GOSUB500 GOT0600
170 AA=1640:CC=17:GOSUB500 AA=1520:CC=12:GOSUB500
AA=1637:CC=16:GOSUB500
171 AA=1643:CC=18:GOSUB500 AA=1760:CC=22:GOSUB500
GOT0600
180 AA=1643:CC=18:GOSUB500 AA=1523:CC=13:GOSUB500
AA=1640:CC=17:GOSUB500
181 AA=1646:CC=19:GOSUB500 AA=1763:CC=23:GOSUB500
GOT0600
190 AA=1646:CC=19:GOSUB500 AA=1526:CC=14:GOSUB500
AA=1643:CC=18:GOSUB500
191 AA=1649:CC=20:GOSUB500 AA=1766:CC=24:GOSUB500
GOT0600
200 AA=1649:CC=20:GOSUB500 AA=1529:CC=15:GOSUB500
AA=1646:CC=19:GOSUB500
201 AA=1769:CC=25:GOSUB500 GOT0600
210 AA=1757:CC=21:GOSUB500 AA=1637:CC=16:GOSUB500
AA=1760:CC=22:GOSUB500
211 GOT0600
220 AA=1760:CC=22:GOSUB500 AA=1640:CC=17:GOSUB500
AA=1757:CC=21:GOSUB500
221 AA=1763:CC=23:GOSUB500 GOT0600
230 AA=1763:CC=23:GOSUB500 AA=1643:CC=18:GOSUB500
AA=1760:CC=22:GOSUB500
231 AA=1766:CC=24:GOSUB500 GOT0600
240 AA=1766:CC=24:GOSUB500 AA=1646:CC=19:GOSUB500
AA=1763:CC=23:GOSUB500
241 AA=1769:CC=25:GOSUB500 GOT0600
250 AA=1769:CC=25:GOSUB500 AA=1649:CC=20:GOSUB500
AA=1766:CC=24:GOSUB500
251 GOT0600
400 GO=1:FORBB=0TO480STEP120:FOREE=1277TO1289STEP3
AA=EE+BB
405 IFRND(1)>.5 THENF=32 GOT0410
406 F=102 X(CC)=1
410 POKEAA,GG GOSUB510
430 GO=GO+1:NEXT NEXT RETURN
500 IFX(CC)=1 THENF=32 X(CC)=0:GOT0510
505 IFX(CC)=0 THENF=102 X(CC)=1
510 POKEAA=39.F POKEAA=40.F POKEAA=41.F POKEAA=42.F
POKEAA=39.F POKEAA=40.F POKEAA=41.F
530 RETURN
600 FORJJ=0TO480STEP120 FORII=1237TO1249STEP3
IFPEEK(II+JJ)<32 THEN605
602 NEXT NEXT
603 GOT0700
605 PRINT"*****PRESS
DESIRED SQUARE *****"
606 INPUTXX$
607 IFASC(XX$)>47ANDASC(XX$)<58 THEN1000
610 XX=ASC(XX$)-64 IFXX=18 THEN630
620 ONXXGOTO10,20,30,40,50,60,70,80,90,100,110,
120,130,140,150,160,170,180
630 XX=XX-18
640 IFXX=7 THEN1000
650 ONXXGOTO190,200,210,220,230,240,250
700 PRINT"*****YOU HAVE WON!! ANOTHER(Y/N)";
INPUTN$
710 IF AN$(Y)="Y" THENPRINT"J" END
720 RUN
800 PRINT"*****PRESS SPACE TO START"
PRINT:PRINT
805 PRINT"*****YOU WILL BE PRESENTED WITH 5
BY 5 SQUARE. THE OBJECT";
810 PRINT" IS TO CHANGE THE COLOUR OF ALL
SECTIONS FROM BLACK ";
815 PRINT"TO YELLOW" PRINT
820 PRINT" DEPRESSING A PARTICULAR KEY WILL
CHANGE THE COLOUR ";
830 PRINT" OF THAT AND ALL ORTHOGONALLY
ADJACENT SECTIONS";
840 PRINTPRINT"DEPRESS ANY INTEGER TO FINISH"
860 PRINT"*****PRESS SPACE TO START"
870 GETA$ IFAS$=" " THEN870
880 IFAS$=" " THENRETURN
890 GOT0870
1000 PRINT" DO YOU WISH TO FINISH(Y/N)";
INPUTN$
1010 IFN$(Y)="Y" THENPRINT"J" END
1015 PRINT"*****GOT0605"
```

Square
by N F Leigh

POPULAR COMPUTING WEEKLY

```

670 IF FN Q(1)+(GHOSTX*X) THEN L
ET GHOSTX=GHOSTX+2
680 IF FN Q(1)+(GHOSTX*X) THEN L
ET GHOSTX=GHOSTX-1
690 IF FN Q(1)+(GHOSTY*Y) THEN L
ET GHOSTY=GHOSTY+1
700 IF FN Q(1)+(GHOSTY*Y) THEN L
ET GHOSTY=GHOSTY-1
710 PRINT OVER 1,AT GHOSTY,GHOS
TX,"E"
720 IF GHOSTX=X AND GHOSTY=Y TH
EN GO TO 750
740 RETURN
750 IF PO>0 THEN GO TO 810
760 LET LV=LV-1: FOR F=10 TO
0 STEP -1: BEEP .01,F*10: BEEP .
01,F: BEEP .01,F*10: NEXT F:1 ET
LV=15
LET GHOSX=15: PAUSE 10: IF LV=
0 THEN GO TO 780
770 PRINT AT YV,XX,"AT GHOS
T"
GHOSTX=15: GO TO 650
780 LASH 1,"GAME OVER",FLASH 0: F
LASH 1,"GAME OVER",FLASH 0: F
LASH 1,"GAME OVER",FLASH 0: F
LASH 1,"GAME OVER",FLASH 0: F
FOR F=1 TO 150: NEXT F:CLS: IF
SCO>HIGH THEN LET HIGH=SCO: INPUT
"YOU HAVE SET A NEW HIGH SCO
RE"
FLASH 1,SCO:FLASH 0:
"WHAT IS YOUR NAME ?":LINE
X$
790 PRINT "INK 4: PAPER 0:"T
oday's greatest high score is
YV: BEEP 1: INVERSE 1:X$
800 PRINT AT 21,0:INK 4:"Hit
any key to run 'Pac-Man' @": PAUS
E 0:CLS: GO TO 380
810 LET SCO=1000*FN Q(1)
815 LET GR=99: IF GR<4 THEN L
ASH 1,GR:LET PO=0
820 LET GHOSX=16: LET GHOSY=1
0
830 RANDOMIZE USR CLEAR
840 RETURN
850 INK 6: PAPER 0: SCORE=0: C
LS
860 PRINT TAB 11,INK 2:"Pac-Man
":TAB 15,"-----"
870 PRINT "In this version of
the popular arcade game 'Pac-Man
', your mission is to eat all th
e dots which wander around the
maze, & watch out f
or him when you are green, & po
werless. To gain power, & eat
one of the 'Fruit' in the co
rners of the maze."
875 LET X=350: LET HIGH=5000
880 PRINT "Use these keys for
movement: 'D' -> 'Up', 'A' -> 'Left', 'S' -> 'Down', 'P' -> 'Right'."
890 PRINT @0:FLASH 1:"Hit any
key for next paragraph" PAUSE 0
900 CLS
910 PRINT TAB 9, INVERSE 1:"PO
INTS TABLE"
920 PRINT "-----"
INK 6: GO TO 100 TO SCORE

```

```

930 PRINT "to score" ; +10$C$;
ens bunches)";
935 PRINT "FLASH 1:"; FLASH 1;" ";
FLASH 0;" .....+ SS to per
940 PRINT "Today's greatest
high;" by""; *X$
950 GO SUB 8800: PRINT @;"Hi!
any key to start": PAUSE @
960 RESTORE 1010
970 FOR I=1 TO 25
980 READ A,B: BEEP A,B
990 IF INKEY$="" THEN RETURN
1000 NEXT I
1010 DATA 1,1,4,1,4,1,0,1,-3,
1,1,0,1,1,1,1,0,1,-1,1,1,
-5,1,2,1,4,1,4,1,0,1,-3,1,1,
4,1,2,0,-1,2,-5,1,5,-5,1,
-3,1,5,-1,1,5,-1,1,2,0
1020 RETURN
1030 PRINT
1040 FOR F=1 TO LEVEL: PRINT INF
EN A(I); : NEXT I
1050 RETURN
8800 REM Spectral Stripes
8805 LET X=0
8810 INK 2
8815 LET Y=64: LET Y=84
8820 FOR F=191 TO 255
8825 PLOT F,0: DRAW X,Y
8830 LET X=X+1: LET Y=Y-1
8835 NEXT F
8840 LET X=50: LET Y=50
8845 INVERSE 1
8850 FOR F=205 TO 255
8855 PLOT PAPER 5,F,0: DRAW PAPER
F,Y
8860 LET X=X-1: LET Y=Y-1
8865 NEXT F: INVERSE 0
8870 INK 4: LET X=38: LET Y=38
8880 FOR F=27 TO 235
8885 PLOT 0: DRAW X,Y
8890 LET X=X-1: LET Y=Y-1
8895 NEXT F
8900 INVERSE 1: LET X=26: LET Y
=26
8900 FOR F=229 TO 255
8905 PLOT PAPER 1,F,0: DRAW PAPER
F,X,Y
8910 LET X=X-1: LET Y=Y-1
8915 NEXT F: INVERSE 0
8920 INK 4: LET X=14: LET Y=14
8925 FOR F=241 TO 255
8930 PLOT 1,0: DRAW X,Y
8935 LET X=X-1: LET Y=Y-1
8940 NEXT F
8945 RETURN
Whenever A,B,C,D,E or S appear
in $$, they are to be taken
as UDG's

```

Pac-man

by Sam Knowles

Post

on Dragon 32

These two programs show how the *Pset* command on the Dragon can be used in an interesting way. Fig. 1 draws a spiral pattern, it doesn't stop in the middle so just let it run. Fig. 2 draws a snowflake design. Each of these programs can be altered to

produce impressive patterns. The *Poke* in line(s) 30 may not work on some Dragons and so should be left out.

Fig. 1 — Program notes

10-20	Credits
30	Speeds up computer
40	Sets graphics mode, clears screen
50-99	Sets variables
100-110	Plots points
120	Shuts computer down

Fig. 2

```

10 REM **SNOWFLAKE**
20 REM **D DEWEN**
30 POKE 65495,0
40 PMODE 4:1.SCREEN 1,1.PCLS
50 A = 0:B = 9.426
60 C = 360:D = 20
70 FOR P = 1 TO 5
80 E = (B - A)/C
90 FOR I = A TO B STEP E
100 X = C*OS(I*10)
110 Y = X*SIN(I)
120 Z = X*COS(I)
130 PSET (128 + Y,96 + Z),1
140 NEXT I
150 D = D + 12
160 NEXT P
170 POKE 65494,0
180 GOTO 180

```

Pset
by D Dewar

Fig. 1

```

10 REM **SPIRAL**
20 REM **D DEWEN**
30 POKE 65495,0
40 PMODE 4,1 SCREEN 1,1:PCLS
50 Z = 50
60 FOR I = 1 TO 4000 STEP 3
70 Z = Z - 0.1
80 X = 128 * Z * SIN(.132*3.142)
90 Y = 96 * Z * COS(.132*3.142)
100 PSET(X,Y,1)
110 NEXT I
120 POKE 65494,0
130 GOTO 130

```


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OPEN FORUM

Function Repeat

on Vic20

This program runs on the unexpanded Vic20. Auto-repeat is not standard on the Vic, though it can be programmed. The only keys which repeat are the cursor controls, the space bar and *Ins/Del* key. Sometimes it is desirable ■ have all keys

repeat, other times it is preferable to have the usual set-up.

Here is a program which allows switching between these two modes by using the function keys. F1 and F7. F1 switches to all-keys repeat. F7 returns to normal.

The machine-code routine (once poked into memory by the Basic loader) sits in a free area of memory (673-718) and cannot be touched by other Basic programs. The

routine reverts then interrupt routine to check every 1/60 of a second for F1 or F7, performs the appropriate *Pokes*, then returns to the correct interrupt vector.

Pressing *Run/Stop* together with *Restore* disables the program. SYS 673 enables it again. When typing in the program special care should be taken with the *Data* statements, and it should be *Saved* before *Running*.

```
10 X=673
20 READD
25 IFD=-1THEN50
30 POKE X,D
35 X=X+1
40 GOTO20
50 SYS673
60 NEW
70 DATA120,169,174,141,20,3,169,2,141,21,3,88,96,169,39,205
80 DATA197,0,240,10,169,63,205,197,0
90 DATA240,11,76,191,234,169,128,141,138,2,76,191,234,169
100 DATA0,141,138,2,76,191,234,-1
```

Ready:

Function Repeat
by Tony Dickens

Code Load

on Ace

This is a machine code loading program for the Jupiter Ace computer. Although the speed of Forth abolishes the need for machine code in most parts of games programs, there are still some routines which require the extra pace.

```
INPUT
QUERY LINE

D
DECIMAL

H
16 BASE C1

DEFINER CODE
CLS ." No. bytes to be
entered ? "
INPUT CR CR
." Hexadecimal or decimal ?
(h/d) "
INPUT CR 0
DO
INPUT C,
LOOP
DECIMAL 253 C, 233 C,
CR CR
DOES>
CALL
```

Code Load
by Simon Cross

Cruising & Blind Alley

£10 to
be won

Can you beat
the new
high score?

Cruising

First there was *Space Invaders*, then there was *Pacman* - now there is *Cruising*. This all-action, machine code, arcade type game, will test your powers of co-ordination to the limit. Never before has a game asked you to think so quickly, or move so fast.

Achieving a high score on *Cruising* takes considerable skill, and not a little patience.

Popular Computing Weekly is offering £10 each month to the player with the highest score on *Cruising*. All you have to do to enter this month's competition is send a print-out of your highest score, together with your name and address to:

Popular Computing Weekly
Cruising
Hobhouse Court
19 Whitcomb Street
London WC2 7HF

Each month we will publish the name of the winner and the new *Cruising* high score. Are you good enough to accept the *Cruising* challenge?

The highest score sent in so far this month is 43552 from Carl Doran of Skidby Mill, N. Humberstone. Entries for this month's competition close on July 31.

Notes

1) Each entry must consist of a ZX printout and your name and address.

2) Closing date for this month's *Cruising* challenge entries is July 31.

3) The highest score each month will receive £10.

4) High scores cannot be transferred from one month to another.

5) The judges' decision is final.

6) No employees of *Sunshine Publications Ltd.* or their families will be eligible to enter.

Blind Alley

Blind Alley is a game of strategy. In order to win you must outwit the computer, using your craft to fence in and finally destroy the enemy pursuit vehicles. But, watch out for the solid trail left by your opponents — one touch is fatal!

Each month *Popular Computing Weekly* is giving away £10 to the player with the highest score on *Blind Alley*. To enter this month's competition simply send in a copy of your score and the code at the bottom of the score table, together with your name and address to:

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The highest score sent in so far this month is 99855 from Shui Chung Li of Birmingham. Entries for this month's competition close on July 31.

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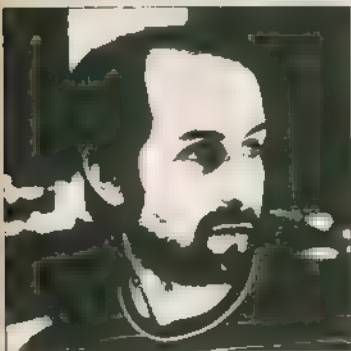
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Tony Bridge's Adventure Corner



Hobbit problems

This week we're going to look at *The Hobbit* — again. My letter file is turning into a *Hobbit* Help file — I must get 10 letters about this adventure to every one about other games.

First of all, a hall of fame. Here is a very short list of people who have completed the adventure recently. I'll be updating the list at intervals:

Sieve Thomas
D. Millington
James Evans
Andrew Reid (sorry, Andrew, the prize went long ago!)
Jim Clavier
Kevin Maddocks
Pimperton, Lowry and Whittington

This last threesome, working on it together, finished the adventure in all of 7 days (nothing better to do, hey?) but this was beaten by Matthew Taylor, who, at the tender age of seven, managed *The Hobbit* in six days! Kathy, his elder sister, wrote to me about his achievement. And yea, Kathy, I think he probably is the youngest to have solved the game, as well as the fastest, of any age!

On now to problems. The one that seems to hold many people back is how to escape from the Goblin's Dungeon. I'm going to print the solution, but, as an added safeguard, I'll make a little code. Start at the second letter of the solution and read every other letter — you'll have to return to the first letter eventually, and repeat the process.
NSSAAYTTCQATRRHOYRMIENTOHPEENN-
SWAINGDOOWWETSHT

That should keep you busy for a while. Type in the commands exactly as I have given them to you and it should work — although this program, as you are probably aware, is notorious for going off on its own, illogical, way at times!

Having got out of the Goblin's Dungeon, your trials are not over! But, have no fear, having escaped from the Dungeon, you are very close to the Ring, one of the main objects of the adventure, and one which you'll need to complete the game.

M. Laurence, of Basildon, is unique, as far as I know from the letters that I receive, in depositing the treasure (he did it in a special way), and then going back for some more fun. This consists largely of Goblin-bashing — each Goblin bashed increases your score by 2.5 per cent.

And now, a miscellany of questions: "How do I get past the pale bulbous eyes?" These kill off a lot of Bilbos, and are almost always fatal. As there is, as far as I know, nothing on the other side of them, I wouldn't personally go anywhere near them!

"What are the pitfalls in Beorn's House?" Although these are mentioned in the book, I have never come across any, and no one else, as far as I can tell from your letters, has encountered any either.

The "place that is too full to enter" is a no-go area, I'm afraid, although it would be nice to think, wouldn't it, that Melbourne House plans to release a module to allow exploration of that area. That could be *The Hobbit Part Two*.

The golden key does not, as far as I know (and I am but a humble adventurer like the rest of you), actually do anything. Dave Bathe, however, had other ideas, and has sent me an advertisement that he noticed, from a philatelic brokers (they sell stamps for investment), for their golden key club. Well, I don't think *The Hobbit's* golden key is anything to do with stamps!

Finally, just a few points that people have raised. No, there are not two cassettes. The double cassette that Melbourne House refer to in their advertisements for the game simply means that the program is recorded twice on the tape.

Many people wonder how they can complete the game without seeing all 30

pictures. As we've seen this week, the main objective can be achieved without completing the whole game. And in fact, many people seem to finish the game with a score of only 40 per cent or so! It is possible to increase your score even after getting rid of the gold.

Kathy Taylor also tells me one or two interesting bugs they've found, apart from the usual ones. Try entering *En (Enter) Do*, or *Ex (Enter) Do*. You'll find that you've killed your lunch! I know that it is something you may often want to do in real life, but it is rather unusual in an adventure!

Finally if any BBC-er, TRSer, or any other machine-er has ploughed through all this, I'm sorry that you haven't yet got a version for your machine.

Speaking of the Beeb, next week, I'll be looking at a couple of BBC Adventures, and tips I've received for the solution of some of the problems contained in them.

This series of articles is designed for novice and experienced Adventurers alike. Each week Tony Bridge will be looking at different Adventures and advising you on some of the problems and pitfalls you can expect to encounter. So, if you have an Adventure you want reviewed, or if you are stuck in an Adventure and cannot progress any further, write to: Tony Bridge, Adventure Corner, Popular Computing Weekly, Hobhouse Court, 19 Whitcomb Street, London WC2 7HF.

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SOFTWARE ATARI

Cheryl Hays of St Matthews Road, Leigh-on-Sea, writes:

Q I have a friend who has just come back from America, and she says that she read in a computer magazine over there, that Atari software can be used on a Vic20. Unfortunately, she lost the magazine on the way back, so cannot show it to me. I have a Vic20, with Super Expander, and I would like to know if it really is possible to use Atari software, and if so can I get the necessary peripheral over here?

A I have heard this in connection with a company based in Canada called 'Electronics 2001'. I can see that it might be possible, but I doubt whether Atari would approve. In all honesty I know very little more. I would presume that if the device does catch on in America, then it will make its way over here. But I wonder just how big the market would be, as most of the Atari games now have reasonable Vic look-a-likes, which people will have already bought. However, it is an interesting thought, and if it does find its way over here, and can be used on the Commodore 64, then I feel there might well be a worthwhile market.

ERROR ROUTINE

Terry Simmons of Heol-y-Fedwen, Ta-Teg, Mid Glamorgan, writes:

Q If I set a loop counter (j) so that I can input information into variable array n(k,j), how do I write an error routine that does not allow the user to input a k or a j?

I have managed to write a

routine that will stop me entering numbers that I do not want, but k and j are driving me crazy!

A You do not tell me which computer you are using, nor give me any further details of the program. I presume that you are using something along the lines of

```
FOR J = 1 TO 10
INPUT n(k, j)
NEXT J
```

You say that you already have a routine in that will check the value Input to see if it is a number you do not want. So you must have an extra line in that reads the Input value, before it is assigned to the array. If it is not assigned then you will have to decrement J, before Next J is called.

If you want to check for j or k then, this check for the numbers you do not want, is the place to do it. However, in most Basics that I can think of 'n' as an array name only can apply to numeric arrays. Could it be that this is the source of your problem, you are trying to enter letters in a solely numeric array? To get over this you will need to use a string array 'n\$', with other changes accordingly. When you then read the Input to see whether it is a number you want, you just add an extra statement to check whether j or k have been called.

```
INPUT Z$
IF Z$ = "J" OR Z$ = "K" THEN
the precise syntax will depend
on the Basic you are using.
```

SIMPLE MATHS

Colin Turev, of Highgate, Birmingham, writes:

Q I have an Atari 400 and am struggling a bit because there does not seem to be much published for the computer. I am writing a program for my younger brother, to help him with some simple maths, but I am having trouble with the word Input.

I want to put some sums into the computer, and then have him try and enter the correct answer. But when I put the sum in with Input the computer either thinks that the number in the sum is the answer, or else does not understand whether it is addition or sub-

traction. I am sure there must be a simple answer to this!

A Input is a command that seems to fool people in various dialects of Basic. In your case what I think you need is Input for both the numbers used in the sum, and for the operator, and the result. This program will form the base of what I think you are looking for.

```
10 INPUT A
20 INPUT B
30 PRINT "OPERATION ADD(1)
SUBTRACT (2)
40 INPUT C
50 IF C=1 THEN GOTO 100
60 IF C=2 THEN GOTO 200
70 IF C<1 OR C>2 THEN GOTO
30
100 LET D = A + B
110 INPUT E
120 IF E = D THEN (right answer
routine)
130 IF NOT E = D THEN (wrong
answer routine)
```

A and B are the numbers in the sum, which on the Atari will be displayed on the screen; on other computers you might need to add a Print statement for each. C is the choice of operation, and it would be no problem to add other options for multiplication and division.

There is then a separate subroutine for each type of operation, these are identified in lines 50 and 60. Line 70 is an error trap, to check for wrong Input at line 40.

Line 100 is the addition subroutine, and the operation is defined as addition by line 100. The D becomes the computer's copy of the correct answer, and E is your brother's answer. Lines 120 and 130 check your answer E against the computer's answer D, and act upon the comparison. The Then statement at the end of the line allows you a lot of freedom as what to do next. You might want to keep it simple initially by ending with Then Print "Correct" at line 120 and "wrong" at line 130. However, you can develop these to keep a track of right answers, have another go, or print a special display on the screen.

Line 200 would be LET D = A - B which sets the value of D. The next three lines 210 to 230 would be the same as their counterparts 110 to 130. At the moment it would be easier to enter them twice, so you can follow through what is happening. However, if you want to increase the number of operations available, you will realise that it would be far more efficient to put these repeating lines into a Gosub Return routine.

LEARNING PASCAL

Donald McIntyre, of Giffnock, Glasgow, writes:

Q I have a 48K Spectrum, and have mastered Basic quite well. Now I would like to get into another language. I have tried Pascal and this is the next language I would like to learn. I am sure that I have seen details of Pascal for the Spectrum somewhere. Typically, I cannot find out where, maybe it was just my imagination. Do you know who makes it, and how much does it cost?

A No, it was not your imagination, although it is quite new, at least as far as actually being able to buy a tape of it. It is produced by Hisoft, and costs £25, that is for an almost complete implementation of the language. If you want to do it the hard way (but cheaper), then Jeremy Ruston's *Learn PASCAL on your Basic Micro* has Spectrum, BBC, and Microsoft compilers in the back. They supply a good subset of the language, and if you do not mind entering such a long program then it will be cheaper, plus you get a good book on the subject.

The book is published by Interface, and should be available from John Menzies or W H Smiths. Hisoft are at 60 Hallam Moor, Liden, Swindon, Wiltshire SN3 6LS.

Is there anything about your computer you don't understand, and which everyone else seems to take for granted? Whatever your problem Peek It to Ian Beardsmore and every week he will Poke back as many answers as he can. The address is Peek & Poke, PCW, Hobhouse Court, 19 Whitcomb Street, London WC2 7HF.

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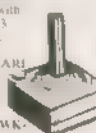
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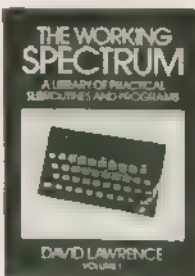
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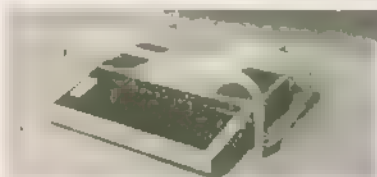
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FILED AWAY

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The problem is, of course, that few people can ever understand the instruction manuals that come with these file packages. Consequently, most people who run clubs, etc., can be seen running off to buy a notepad and pen after a few days.

Having said all that, it's nice to find a file package that comes with a 56-page manual that seems quite easy to understand.

Pro-file, from Micro-De-Bug, gives all the usual features of edit, delete, find, etc., and enables you to design your own file layout.

Program Pro-file
Price £9.95

Micro Dragon 32
Supplier Micro-De-Bug
Consultancy
60 Sir John's Road
Selly Park
Birmingham B29 7ER

FOLLOW-UP

Phipps Associates' *Magic Mountain* is its follow up to the well received *Knight's Quest* adventure. Like that program, *Magic Mountain* is a graphic adventure for the 48K Spectrum.

Somewhere within the mountain is hidden the ancient scroll of wisdom — your task is to find it without falling prey to the various traps and dangers set by the ancient sorcerers to protect it.

By way of a perk, the adventurer may also come across treasures on his travels, as well as less pleasant surprises like poisonous spiders and lizards.

The game uses *The Hobbit* technique of splitting the screen to give a graphic window illustrating the scene. A hints feature is included, but it will not give up its information easily — you will have to be really stuck.

Program Magic Mountain
Price £4.95
Micro Spectrum 48K
Supplier Phipps Associates
99 East Street
Epsom
Surrey KT17 1EA

VAPORISED



Quest Microsoftware has its follow-up to *Black Hole* available.

In *Violent Universe* you are again confronted with infinite space, but this time your only

weapons are gas clouds which vaporise the aliens and spaceships attacking you.

You pass from level III level by scoring 1,000 points within 40 seconds — the game will work with most of the major joysticks and interfaces on the Spectrum.

Program Violent Universe
Price £5.50
Micro Spectrum 16-48K
Supplier Quest
119 The Promenade
Cheltenham
Glos

8 GAMES

Michael Orwin Software will be familiar to all ZX81 owners and his *Cassette 5* sounds like good value for money.

The cassette contains eight games for the ZX81, most of which are in machine code. Games included are *Planetoids*, *Space Rescue*, *Breakout*, *Draughts*, etc.

Program Cassette 5
Price £6.80
Micro ZX81 16K
Supplier Orwin Software
26 Brownlow Road
London NW10 9QJ

LOGICAL

Challenge Games aims to tap an interesting side aspect of adventure games, i.e. detective programs where you must use your powers of deduction to find a criminal.

Although analogous to conventional adventure games, "logic" games tend to be stricter and more cerebral and are completely different on each play.

The Mansion Murders introduces you to the Montague family. An ambitious relative of theirs has been found dead and everybody is suspected of murder. From the clues given, you must find the guilty party within a certain time limit.

The arrangement of suspects, weapons, motives, etc., is randomly set, so that over 20,000 combinations are possible.

Program The Mansion Murders
Price £6.95
Micro BBC B
Supplier Challenge Games
64 Ferndale Road
Leytonstone
London E11

NEW RELEASES

JACKPOT



48k

SPECTADRAW 2

The Pools

Prediction Program
for the ZX Spectrum

Things to do with your Spectrum other than kill aliens number eight: win the pools.

Well, not exactly win the pools, but at least not lose. Much. *Spectadraw 2* is a pools prediction program which uses a database of over 7,500 matches to predict those teams most likely to draw.

Each week you tell the computer what matches are to be played and it will make its predictions based on past form.

The author is not claiming

that a vast win is likely on this system, but he does suggest that a series of small wins is possible — in any event I suspect that you will have more fun if you are not overly earnest about it.

Program *Spectadraw 2*
Price £12.95
Micro Spectrum 48K
Supplier Spectadraw
1 Cowleaze
Chinnor
Oxford OX9 4TD

STAR TREK

The classic computer game *Star Trek* is now available on the Jupiter Ace. The program, which requires 19K, has all the usual trek features of shields, scans, phasers, torpedos, etc. The task, as ever, is to rid the galaxy of the Klingon menace.

Should you complete your mission successfully, you will be awarded a percentage rating depending on your performance.

This is one of a number of programs issued recently for the Ace — good to see the software back up improving tremendously for this machine.

Program *Star Trek*

Price £5
Micro Ace 19K
Supplier Ravensoft
67 Barker Road
Linthorpe
Middlesbrough
Cleveland TS5 5EW

SLALOMI

When the Commodore 64 price cut comes, there will be a lot of people with newly acquired machines looking for software.

Adamssoft is the UK software distributor for Abacus USA — an American company with a number of products for the 64.

Available now is a game called *Skier 64*. This gives you a choice of three courses to negotiate, *Slalom*, *Giant Slalom* and *Alps*. In all three you must use your skill to pass between a number of flags.

Should you complete the course you are told that, "refreshments and other forms of recreation are left up to your ingenuity".

Program *Skier 64*
Price £6.50
Micro Commodore 64
Supplier Adamssoft
18 Norwich Avenue
Rochdale
Lancs OL11 5JZ

quires you to find a wand, a sword, a pentacle and a cup.

The game requires a joystick and is actually more like an arcade game than the conventional adventure. As you travel around a maze, looking for the objects, you must also avoid various traps and the two monsters Phobos and Deimos, both of whom can do unpleasant things to you.

Program *Escape from Perilous*
Price £14.95
Micro Atari 400/800 32K
Supplier English Software
50 Newton Street
Piccadilly
Manchester M1 2EA

DICEY

Writing programs that only work with add-ons to the basic computer is a dicey business, since you are restricting the number of people to whom you can sell.

Nevertheless, S&G Software has done just that with its *Speak and Spell* for the Spectrum. This program works with a number of the "speech unit" add-ons which enable the computer to speak, in a metallic kind of way.

The problem with most speech units is that although, using phonemes, it can be made to say almost anything — the system is so intricate it can be weeks before you can get it to say anything recognisable.

Speak and Spell aims to simplify this process by enabling you to enter words as a string which it will then translate. The markers are not claiming it is 100 per cent accurate, only that the process is greatly simplified.

Program *Speak & Spell*
Price £5.95
Micro Spectrum (+speech)
Supplier S&G Software
4 Alpha Street
Darwen
Lancs BB3 2BX

UNPLEASANT



The English Software company has just released an animated graphic adventure for the Atari 32K.

Escape from Perilous re-

New Releases is designed to let people know what software is coming on to the market. If you have a new game or utility which you are about to release send a copy and accompanying details to: New Releases, Popular Computing Weekly, 19 Whitcomb Street, London WC2 7HF.



Ziggurat



Media-ocre!

"Hil I'm Brainsy and I really rate computers ... I can tell you why you should convince your dad to invest in a computer or I can end your loading problems."

(Load Runner magazine, 23 June 1983)
"When you consider television's awesome power to educate, aren't you thankful it doesn't?"

(A cartoon in The New Yorker magazine 1985)

The idea of the "child" is an invention of the seventeenth century. In Shakespeare's time there was no such thing. The idea of childhood emerged later and until it did the young person had been part of the world of the adult.

Today, many children are growing up in a strange environment. They live in two worlds — that of the child and that of the adult. On the one hand, there are children (program writers and such like) who have an earning potential greater than that of most adults. On the other hand, they are still children with the mental and emotional equipment of a young person.

There is certainly, therefore, a market for objects which pander to the child, and make gestures towards the adult in the child. Load Runner, the new computer comic, appears to be an offering in this direction — though I'm not sure quite how successful it is. But then I used to read Wizard.

If you ask older people what it is that worries them about using computers, they often answer that it is the fear of appearing a fool in front of children — who can always use micros so easily.

Computing is fun, and that young people can

make a comfortable income from programming is not to be deprecated, but — as ever — where is our sense of proportion?

In the early 1960s there was a similar boom in youth, and a similar chance for those with a certain talent (or lack of talent) — some, like the Rolling Stones, are still with us. As now, there was the same adulation of the precocious young. Fashions change and boredom ensues.

The myths are all around us, particularly in the computing media. We are massaged by the media into believing that the opportunity for a certain few to leave school at 16 and be millionaires at 16½ is really open to all.

Talking to one young person, I commented that I enjoyed using the BBC computer because of the machine's power. His reply was that writing for the BBC computer was not "financially viable", which was why he wrote programs (and quite good ones at that) for the Spectrum.

Another young man I know (a 16-year-old youth) has just given up his A-level course, to work for a computer shop — he is still continuing to take A-level Computer Studies by day release. When he was explaining about his new career, he said that he guessed I would think him silly. I did.

I think he was silly on two main counts: one, he had effectively given up on education; and, two, the part of education that he had continued was Computer Studies — less useful in my view than Physics or even Latin!

Both these young men have been massaged by the media into believing a narrow-minded, almost authoritarian, scenario. As Geoffrey Sampson writes (in *Liberty and Language*, 1979): "... in an authoritarian society, in which the allocation of resources is planned to yield maximum production ... original thought will eventually fade away as universities and related institutions are starved of money or required to shift the balance of their activities away from pure research and towards the teaching of (supposedly) useful established knowledge."

Computing should not be pretentious and I actually agree with the sentiment of the New Yorker cartoon. But fun is one thing and triviality is another. And the media seems only able to trivialise computing rather than having fun with computing. We get the media we deserve! Fun, fun, fun.

Boris Allen

Puzzle

Task, task, tut, tut!

Puzzle No 65

$$\begin{array}{r} \text{TUT} \\ \div \text{TSK} \\ \hline \text{B} \end{array} \quad \begin{array}{r} \text{TSK} \\ \times \text{Z} \\ \hline \text{TSK TUT} \end{array}$$

Think of a six-figure number. Go on. Divide it by seven and get the first answer. Multiply this first answer by six to get the second answer. Surprise! Both answers contain the same six numbers arranged differently. The first three numbers and the last three numbers of the first answer have to be transposed to form the second answer. What is the question? Find the original six-figure number.

Solution to Puzzle No 60

Between them the first two batsmen scored at least 300 runs. So we are looking for a total score greater than 300 that is a 'perfect' number — that is, the number is the sum of its divisors. The first four such numbers are 6, 28, 496 and 8128.

In the program, lines 10 to 60 test each number from 300 for this property. Then lines 70 to 90 find its divisors, print them and count them.

```
10 LET N = 301
20 LET T = 0
30 FOR I = INT(N/2)
40 IF N/I = INT(N/I) THEN LET T = T + 1
50 NEXT I
60 IF T = N THEN PRINT T
70 GOTO 100
80 LET N = N + 1
90 GOTO 20
100 IF I = INT(I/2) THEN PRINT I
110 IF T = INT(T/2) THEN PRINT I
120 LET B = B + 1
130 NEXT I
140 PRINT B, "BATTED"
```

The total score was 496 achieved by 9 players who scored: 248, 124, 62, 31, 16, 8, 4, 2 and 1.

Winner of Puzzle No 60

The winner is: A O Miller, Downs Road, Instead Rise, Gravesend, Kent, who receives £10.

Top 10

- Vic20**
- (1) Arcadia (Imagine)
 - (2) Comrades (Bug-Byte)
 - (3) Wacky Warriors (Imagine)
 - (4) Paris (Bug-Byte)
 - (5) Asteroids (Bug-Byte)
 - (6) Race (Commodore)
 - (7) Amok (Audionic)
 - (8) Blitz (Commodore)
 - (9) Alien Blitz (Audionic)
 - (10) Kaktus (Audionic)
- (Figures compiled by Boots & Co. London)

- Spectrum**
- (1) Penetrator (Melbourne House)
 - (2) Jet Pac (Ultimate)
 - (3) Flight Simulation (Pison)
 - (4) The Hobbit (Melbourne House)
 - (5) Transylvanian Tower (Richard Shepherd)
 - (6) 3D Tanks (DK Tronics)
 - (7) Horace Goes Sailing (Pison/Melbourne House)
 - (8) Ah Diddums (Imagine)
 - (9) Starship Enterprise (Silversoft)
 - (10) Test Match (Computer Rentals)
- *Requires 48K.
(Figures compiled by WH Smith & Son Ltd)

- Atari**
- (1) Toad (Adventure International)
 - (2) Zaxxon (Dataeast)
 - (3) Miner 2049er (Big Five)
 - (4) The Search (CS)
 - (5) Choplifter (Broderbund)
 - (6) Mountain King (CBS)
 - (7) Repton (Sirius)
 - (8) Helical Ace (Microvare)
 - (9) The Phoenix's Curse (Synapse)
 - (10) Stone of Sisyphus (Adventure International)
- *Cartridge. *32K cassette. *32K disc. *48K disc.
(Figures compiled by Micro Management, Ipswich 0473 59181)

- Dragon 32**
- (1) The King (Microdeal)
 - (2) Space War (Microdeal)
 - (3) Talking Android Attack (Microdeal)
 - (4) Planet Invasion (Microdeal)
 - (5) Night Flight (Salemander)
 - (6) Caterpillar Attack (Microdeal)
 - (7) Dragon Trek (Salemander)
 - (8) Madness and the Minotaur (Dragon Data)
 - (9) Chess (Dragon Data)
 - (10) Dragon Trek (Wintersoft)
- *Cartridge
(Figures compiled by Boots & Co. London)

- BBC***
- (1) Great Britain Limited (Simon W Hesse)
 - (2) Rocket Raid (Acornsoft)
 - (3) Killer Golem (Program Power)
 - (4) Snapper (Acornsoft)
 - (5) Monsters (Acornsoft)
 - (6) Wordwise (Computer Concepts)
 - (7) Chess (Program Power)
 - (8) Creative Graphics (Acornsoft)
 - (9) Beab Calc (Computer Concepts)
 - (10) Castle of Rotten (Acornsoft)
- *All Model B only. *Rom.
(Figures compiled by Micro Management, Ipswich 0473 59181)

- ZX81**
- (1) Flight Simulation (Pison)
 - (2) Football Manager (Addictive Games)
 - (3) Fantasy Games (Pison)
 - (4) Space Raiders (Pison)
 - (5) Chess (Pison)
 - (6) IK Games (Artic)
 - (7) Defender (Quicksilver)
 - (8) IK Chess (Artic)
 - (9) Planet Of Death (Artic)
 - (10) QS Scramble (Quicksilver)
- *At 16K except where shown
*Runs in 1K.
(Figures compiled by Boots & Co. London)

- Books**
- (1) Vic Programmer's Reference Guide, Commodore (Commodore)
 - (2) Basic Programming on the BBC Micro, Crier (Pentecost-Hall)
 - (3) Structured Programming with BBC Basic, Altherton (Horwood)
 - (4) Commodore 64 Programmer's Reference Guide, Commodore (Commodore)
 - (5) Forth on the BBC Microcomputer, De Grandis-Harrison (Acornsoft)
 - (6) Assembly Language Programming for the BBC Micro, Birnbaum (Macmillan)
 - (7) Z80 Assembly Language Sub-routines, Leverett (Osborne)
 - (8) Enter the Dragon, Carter (Melbourne House)
 - (9) 6502 Machine Code for Beginners, Stephenson (Newnes)
 - (10) Spectrum Hardware Manual, Dickens (Melbourne House)
- (Figures compiled by Watford Technical Books, Watford 0923 23324)
(Last week's position in brackets)

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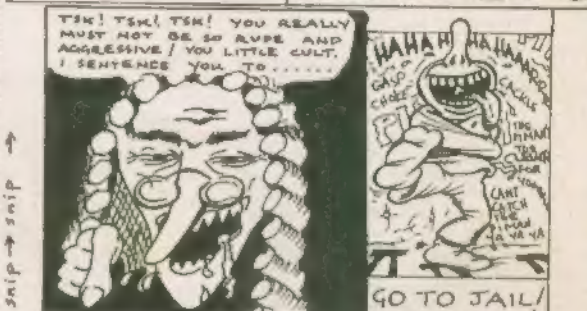
MONDAY....wake up, steal a hang-glider,
 get out of bed. Postman arrives with
 usual loony letters from Pimanance who
 think they have won my Golden Sundial,
 but nearest loony gets time, date and
 place wrong. No hum. Invade Poland. Go
 back to bed.

TUESDAY.... Wake up in waste disposal
 unit. Someone has been playing Pimanice
 while I was asleep, and fed me a pork
 pie. I kick this player out of the game.
 Run out of T-shirts. Stay in bed. Post
 man bitten by red herring, as the dog
 is on holiday. Haven't sold a cassette
 all week. Consider eating herring as
 dog is on holiday.

WEDNESDAY.... Disaster! Postman wakes me
 from dreams of playing sax in rock band
 by screaming "They've got you, you long
 nosed pixel!" I sign for a registered
 envelope. (This is a mistake.) Letter is
 from gentlemen claiming to represent
 makers of a well-known board game which
 shall remain nameless.... (WADDINGTON'S
 MONOPOLY) Cripes! They're gonna get me
 for marketing "AUTOMONOPOLI" (only £5
 including VAT, postage and packing, but
 this isn't an advert, honest.) I try to
 find valium, cuddly toy, anything that
 will stop me shaking. No luck. I phone
 Computer Trade Association. No hum.

MEANWHILE, BACK AT AUTOMATA'S
 REGULAR KRUMMY KOMIC STRIP...

'GO TO JAIL' legal sensation



THE PIMAN DIARIES shock!

THURSDAY....getting worried. Back page
 of Popular Computing Weekly featuring
 a cartoon character calling himself..
 Uncle Groucho. Is AUTOMATA trying to
 retire me! I'm not finished yet boys!!
 Go to the Cavern of Ivory for lunch. An
 idiot has left TV Dinner and a Can of
 Worms there. Eat Worms. Am advised by
 Solicitor to change name of my episodic
 "Automonopoli" I have to pay for such a
 price of advice, already?

FRIDAY....Two large men with Italian
 accents and bulges in their jackets,
 arrive and put pressure on my nose. I
 am frog-marched to court where a lady
 accuses me of stealing her baby. Help.
 Luckily am dreaming again. Decide I
 cannot fight big business on my own
 so will change name of "Automonopoli"
 (up to 5 players, including Spectrum,
 large size moving board display etc.)
 Feel sick. Must be the worms.

SATURDAY....Can't sleep. What do I call
 my game? "NOT MONOPOLY"? Nah, too silly,
 even for me. How about "YLOPHON"? No.
 Maybe "WADDINGTONS ARE JOLLY NICE CHAPS
 SO PLEASE DON'T SUE THE EFFLUENT OUT OF
 ME." too grovelling? Images of me in a
 prison. Oh CRIKEY! I'll have to wear
 clothes with cursor symbols all over
 them. Don't take me away! I don't want
 to go to jail! THAT'S IT!! I'll call
 it "GO TO JAIL". Celebrate this stroke
 of brilliance by doing Hokey-Hokey!!

SUNDAY.... Get ready to inform public,
 dealers, press etc. that "AUTOMONOPOLI"
 is to be withdrawn. "GO TO JAIL"
 on the other hand we only £5, your Spectrum
 has a cool, cunning personality, and it
 may well beat you. State of play at the
 touch of a button, up to 5 players etc.
 Dog comes back off holiday. Force feed
 it a well-known board game. Go to bed.

we put some ting in computing



